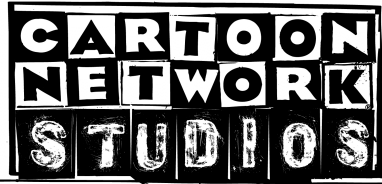




“Astral Plane”
1025-180
Original Board



Date 12/03/13

☒ Board Team Final 12/03/13

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan
& Jillian Tamaki

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

“ASTRAL PLANE”
pt 1- Jillian Tamaki

ADVENTURE TIME



SC. 001

B

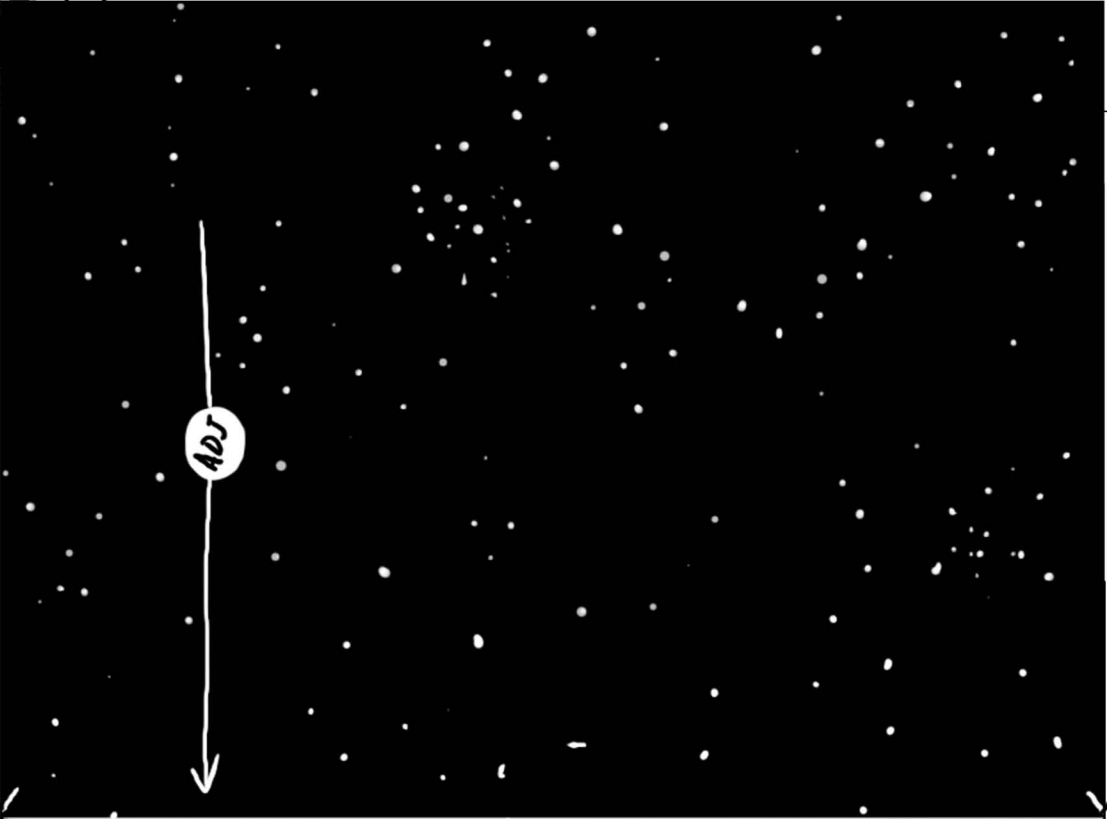
Page 1

Sc. 001

Pnl. A

Bg.

day night



Dialog:	
Action: PAN DOWN TO CAMP. JAKE POKING FIRE. FIRE JUMPS GENTLY.	
Timing:	②



EPISODE # 1025-180

Production :

ADVENTURE TIME



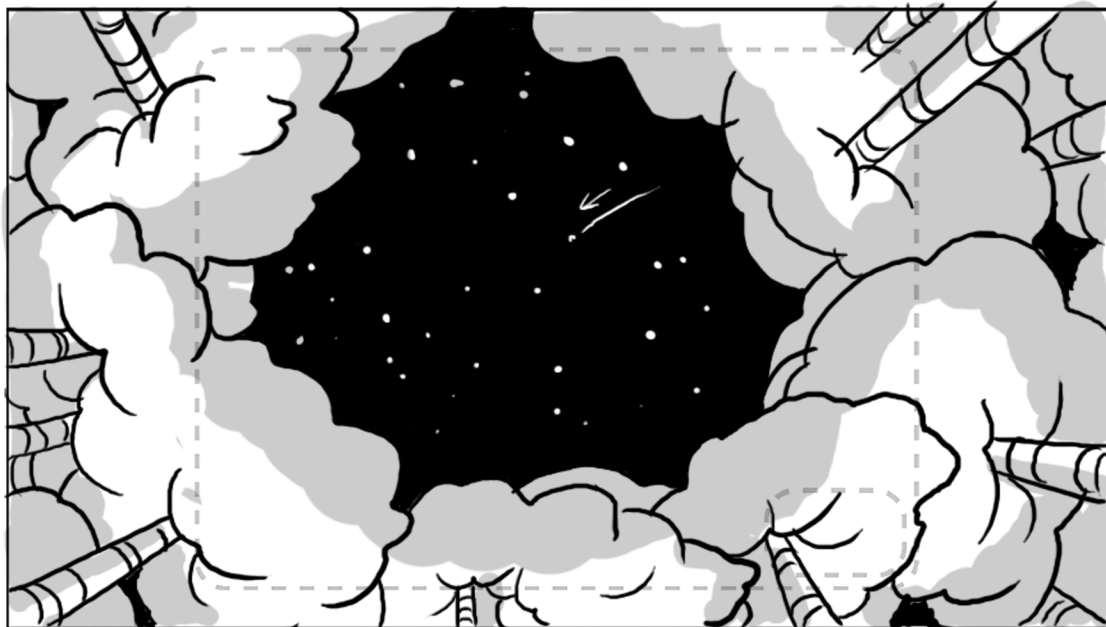
Page 2

Sc. 002

Pnl. A

Bg.

day night

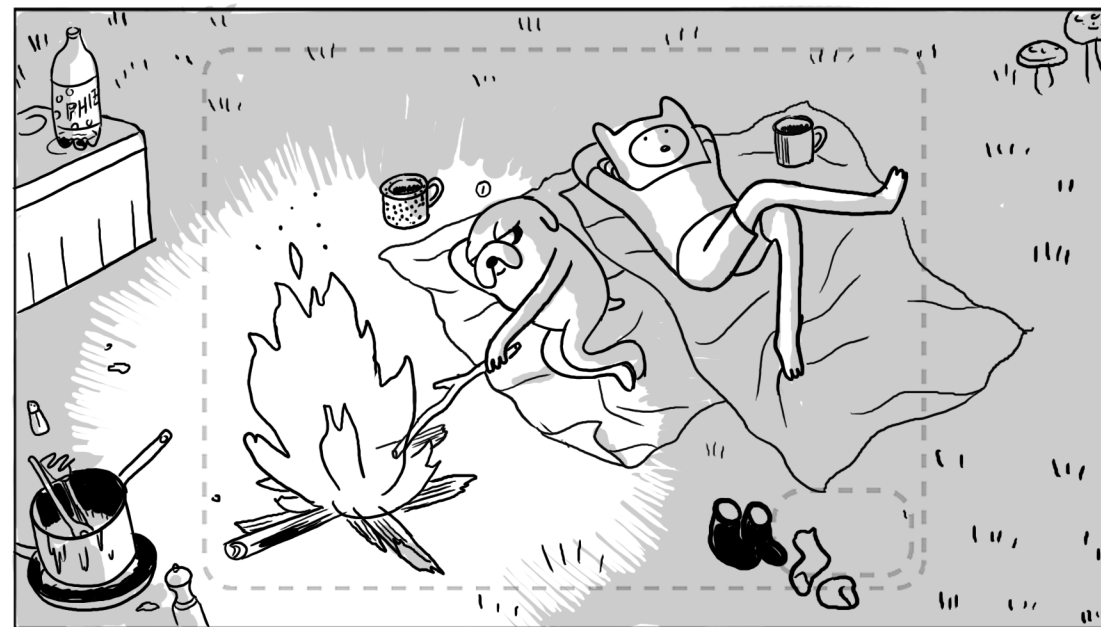


Sc. 003

Pnl. A

Bg.

day night



Dialog:

SFX/ FIRE CRACKLING

(O.S.) ①/ JAKE... <beat> →

Action:

FIRELIGHT FLICKERS ON TREES

Timing:

①/ SO I JUST HAD THIS WEIRD THOUGHT

J STOKES FIRE.
TAIL GENTLY LAPS
(1 CYCLE)



EPISODE # 1025-180

Production :

ADVENTURE TIME



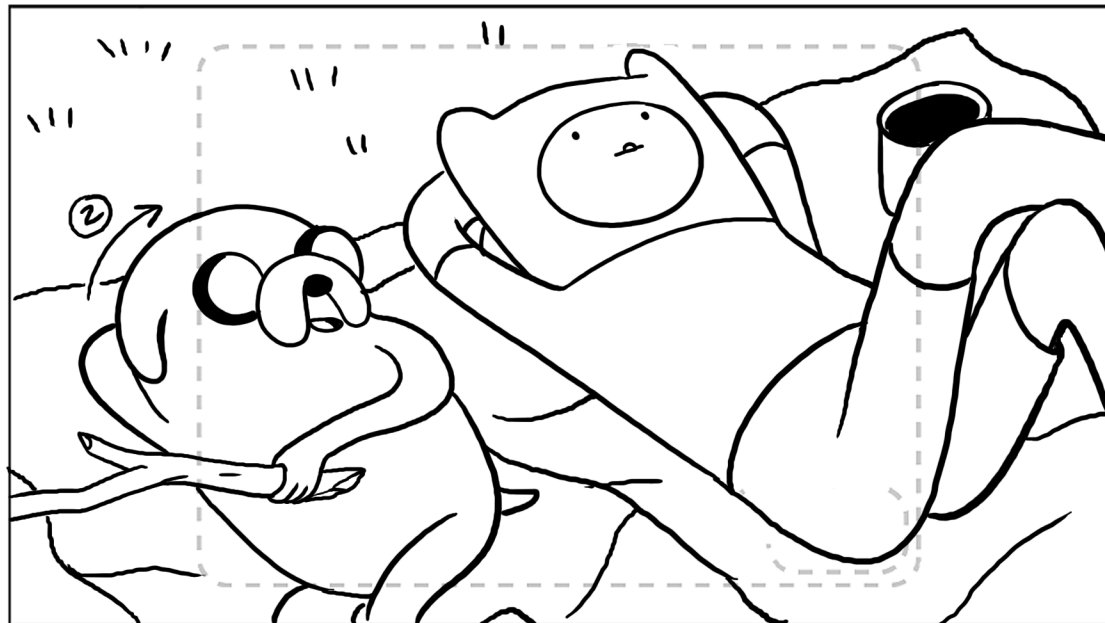
Page 3

Sc. 004

Pnl. A

Bg.

day night

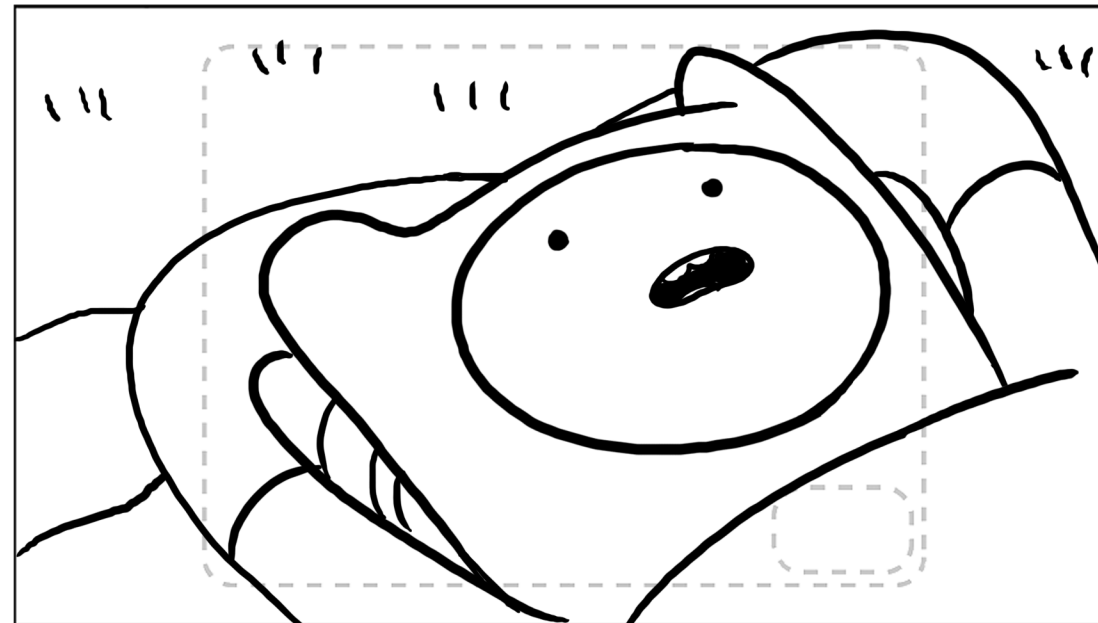


Sc. 005

Pnl. A

Bg.

day night



Dialog: **J** / WELL, THAT'S NORMAL.
PEOPLE ALWAYS HAVE WEIRD
THOUGHTS AROUND CAMPFIRES.

Action:

JAKE TURNS TO FINN

Timing:



F / OK, WELL, I DUNNO, ISN'T IT SORT
OF STRANGE THAT WE KEEP PETS?
WE KIND OF MAKE THEM WORSHIP US!

EPISODE # 1025-180

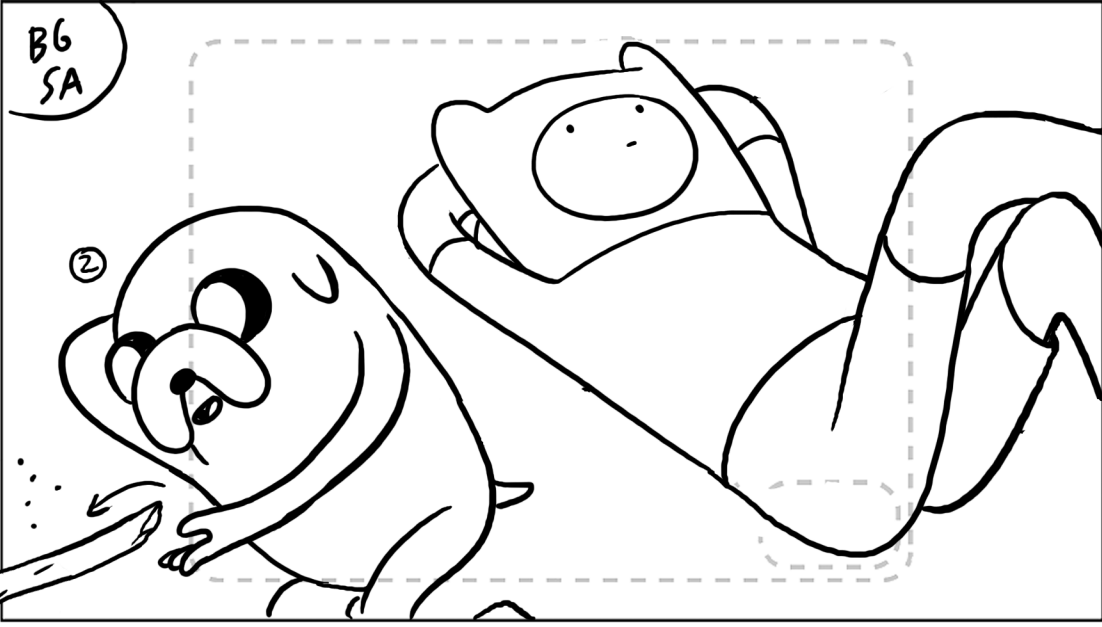
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be reproduced in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 006 Pnl. A Bg. day night



Sc. 007 Pnl. A Bg. day night



Dialog:
①/ WHAAAT? NAAAH

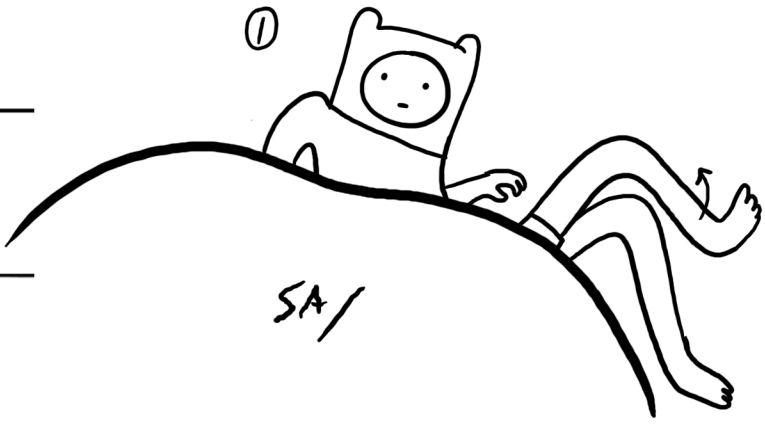
Action:
J TURNS BACK,
THROWS STICK IN FIRE

Timing:



②/ NO, SERIOUSLY, THINK ABOUT IT!

- F SITS UP



EPISODE # 1025-180

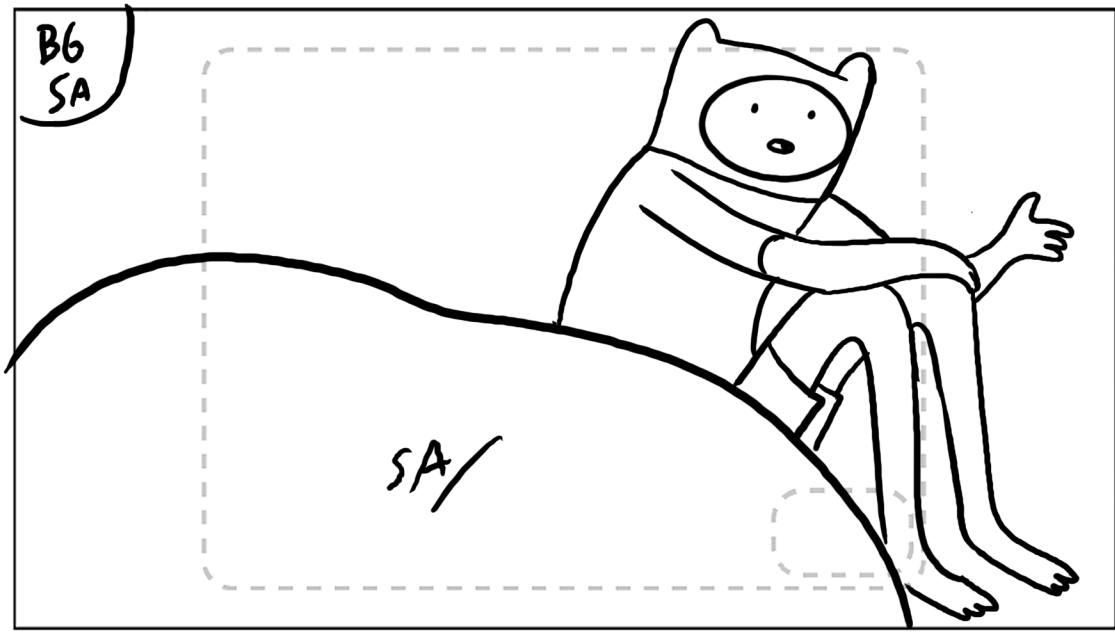
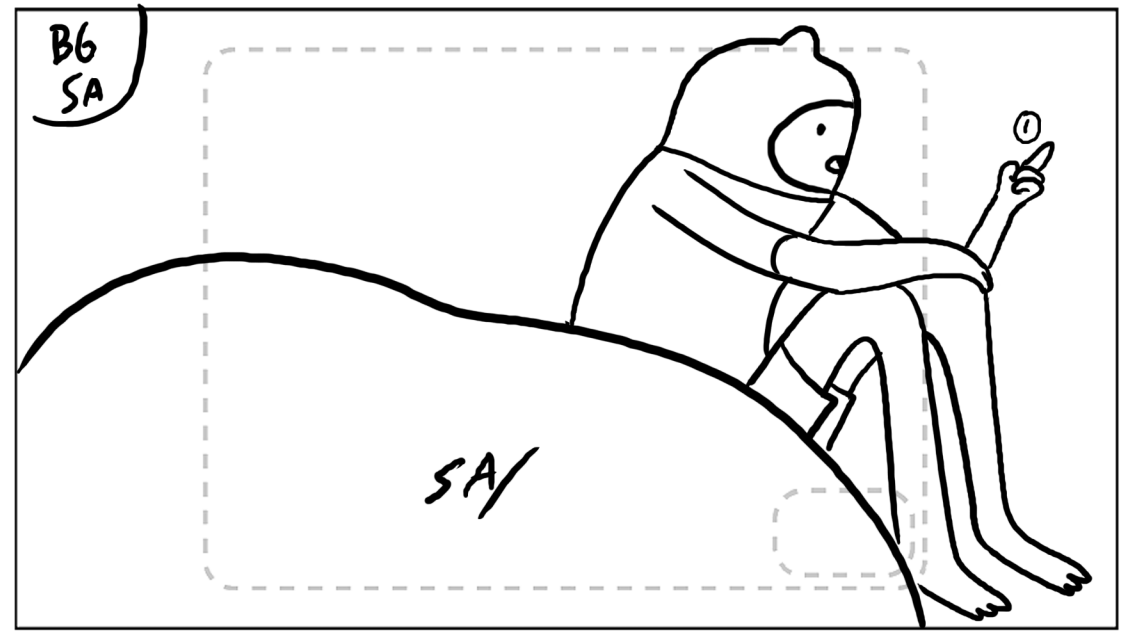
Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 5

Sc. 007	Pnl. B	Bg.	day night	Sc. 007	Pnl. C	Bg.	day night
							

Dialog:	① / WE'RE THEIR ONLY SOURCE OF →	① / ①FOOD AND ②WATER AND, LIKE, ③TUMMY RUBS...
Action:		②  ③ 
Timing:		

EPISODE # 1025-180

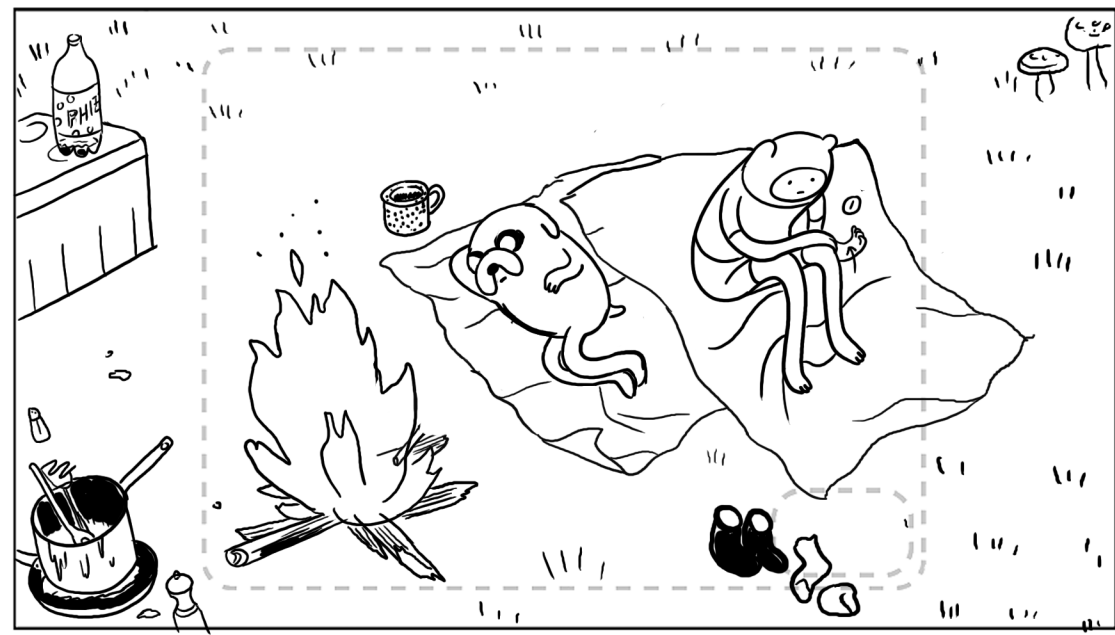
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

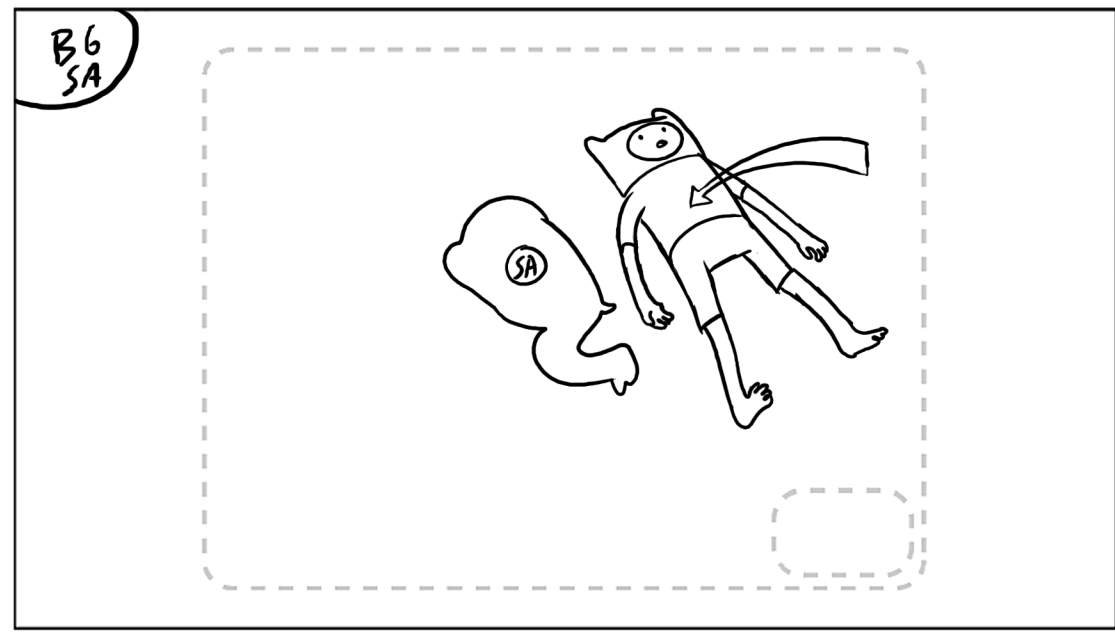
ADVENTURE TIME




Sc. 008 Pnl. A Bg. day night



Sc. 008 Pnl. B Bg. day night



Dialog:	
②	
Action: FINN FOLDS HANDS	(IMMEDIATELY) FINN FLOPS BACK DRAMATICALLY
Timing:	

EPISODE # 1025-180 Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



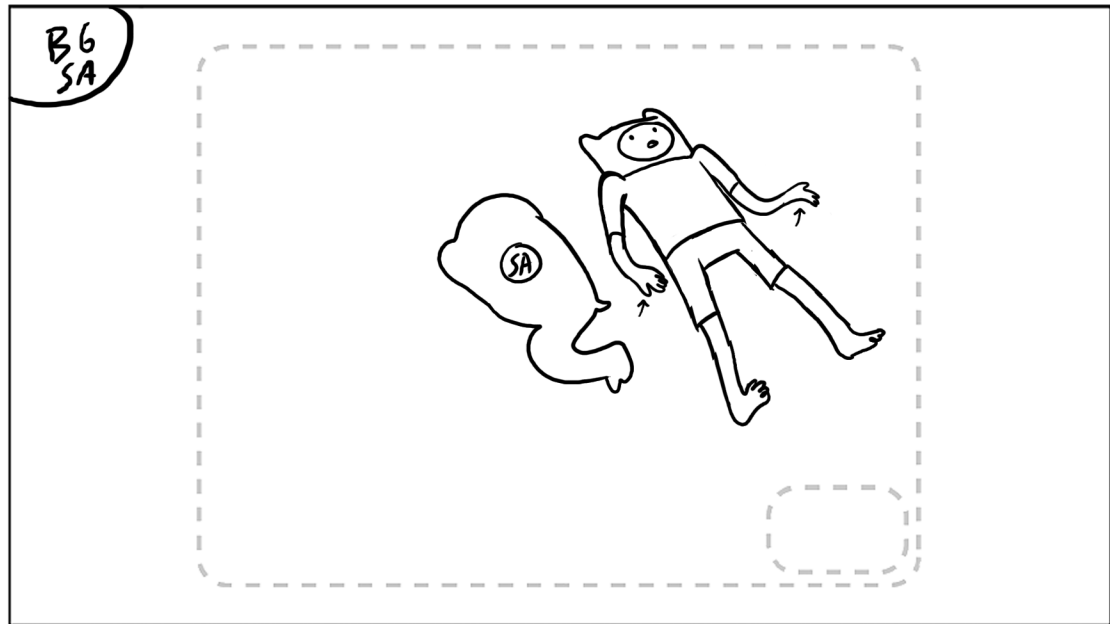
Page 7

Sc. 008

Pnl. C

Bg.

day night

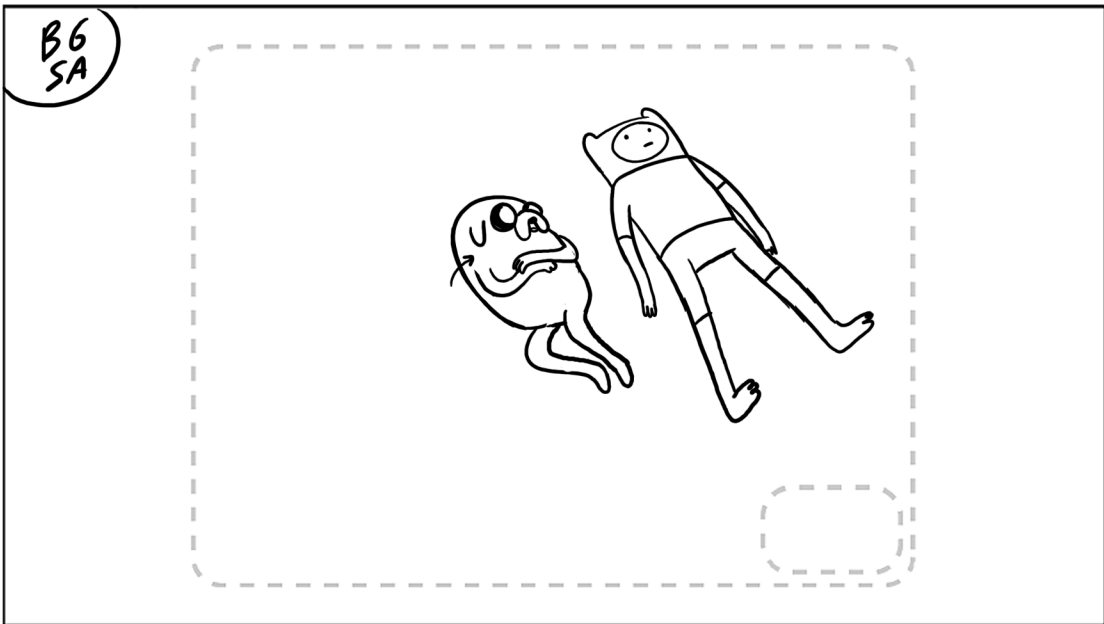


Sc. 008

Pnl. D

Bg.

day night



Dialog:

⑥: THEY BASICALLY HAVE TO LOVE US

⑦: WHAT'S WRONG WITH TUMMY RUBS?

Action:

FINN SHRUGS SHOULDERS, LIFTS HANDS

JAKE TURNS, LOOKS AT FINN

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



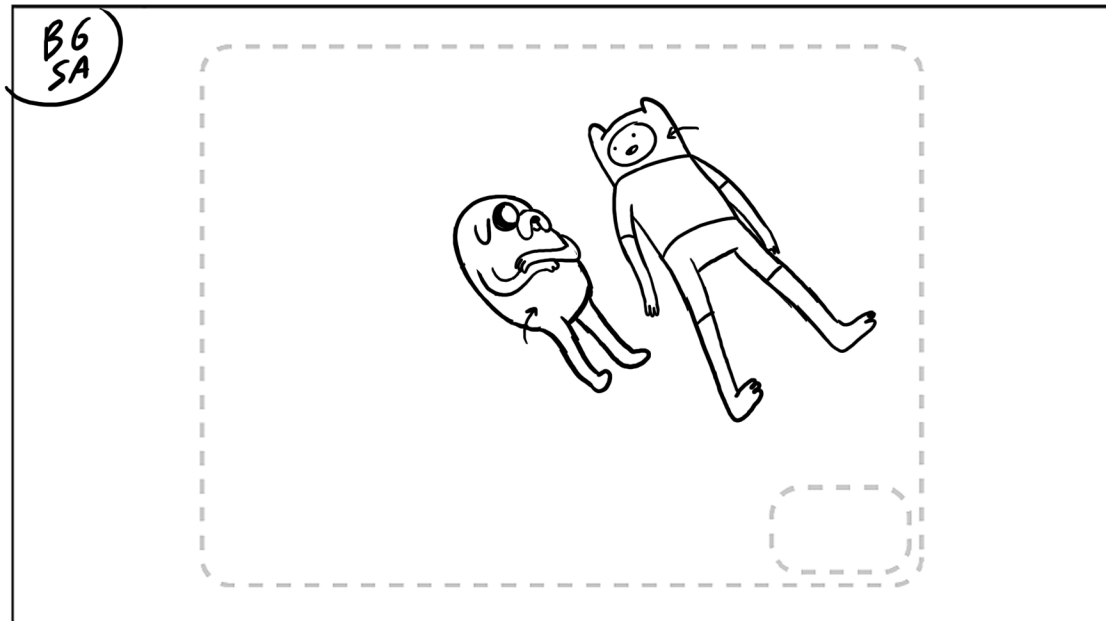
Page 8

Sc. 008

Pnl. E

Bg.

day night

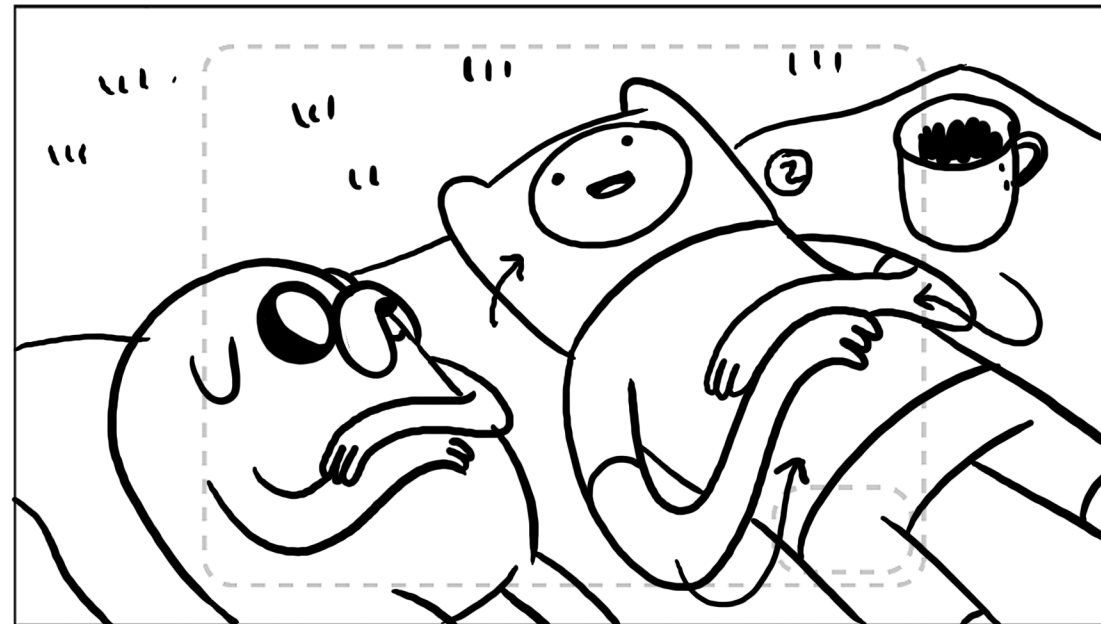


Sc. 009

Pnl. A

Bg.

day night



Dialog:

⑤ / YEAH, TUMMY RUBS ARE
PRETTY GREAT

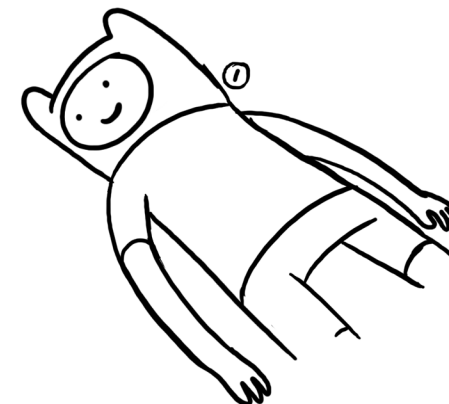
Action:

FINN TURNS HEAD,
LOOK AT JAKE

Timing:

⑤ / (HAPPY SIGH)

F LOOKS AT SKY,
FOLDS HANDS



EPISODE # 1025-180

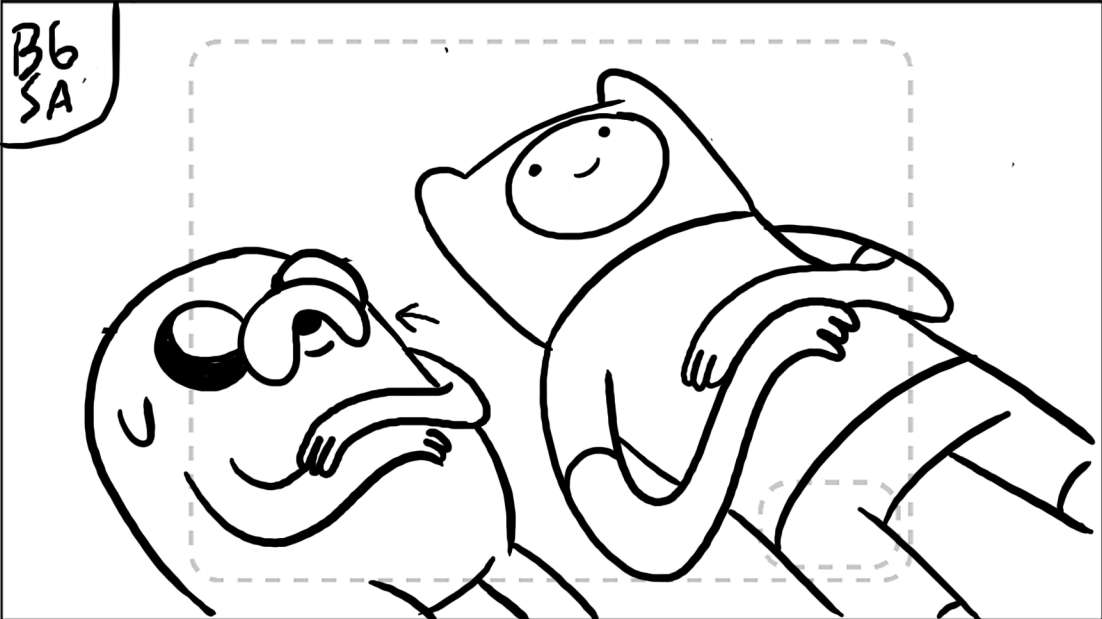
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

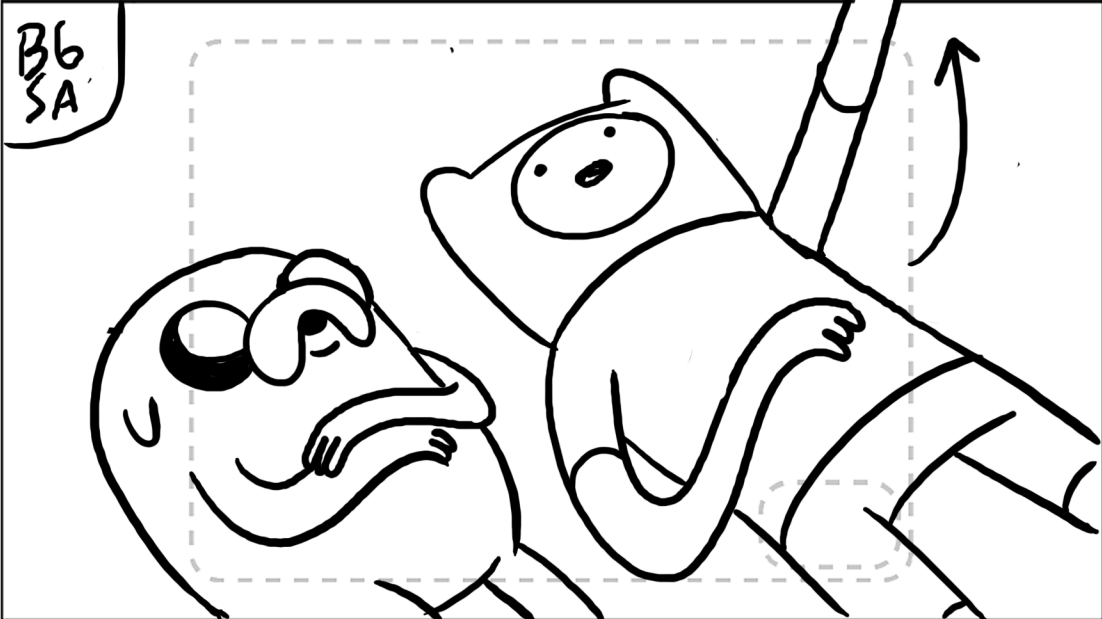
ADVENTURE TIME



Sc. 009 Pnl. B Bg. day night



Sc. 009 Pnl. .C Bg. day night



Dialog:	⑥ / THAT ONE STAR IS SO CRAZY. →	
Action:	<BEAT> JAKE LOOKS AT SKY	FINN POINTS UP
Timing:		

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 10

Sc. 010

Pnl. A

Bg.

day night

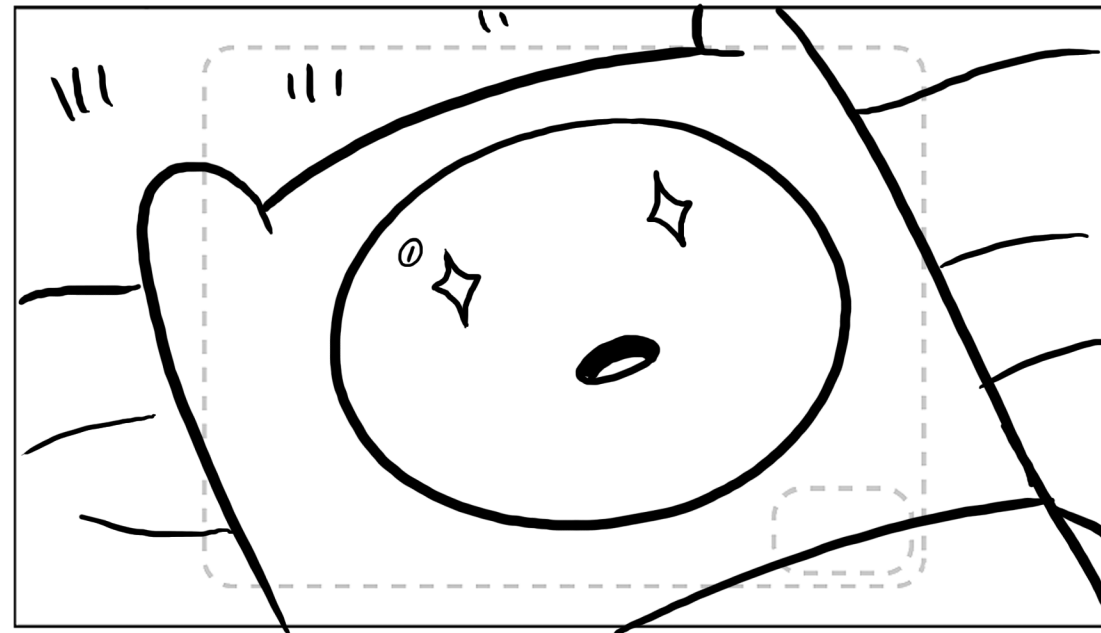


Sc. 011

Pnl. A

Bg.

day night



Dialog: (O.S.) ① / IT LOOKS LIKE IT'S VIBRATING.

② / IT'S SO COOL. I WONDER WHAT IT IS. A PLANET?

Action: TRUCK IN

Timing:



FINN'S EYES = STAR CYCLE

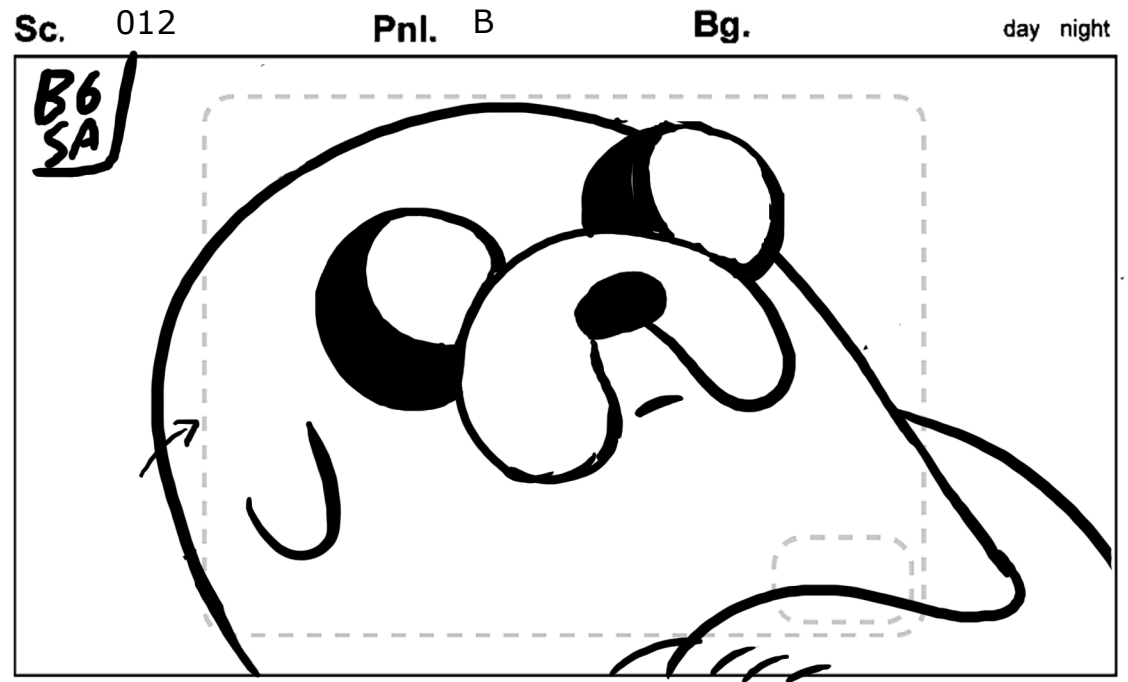
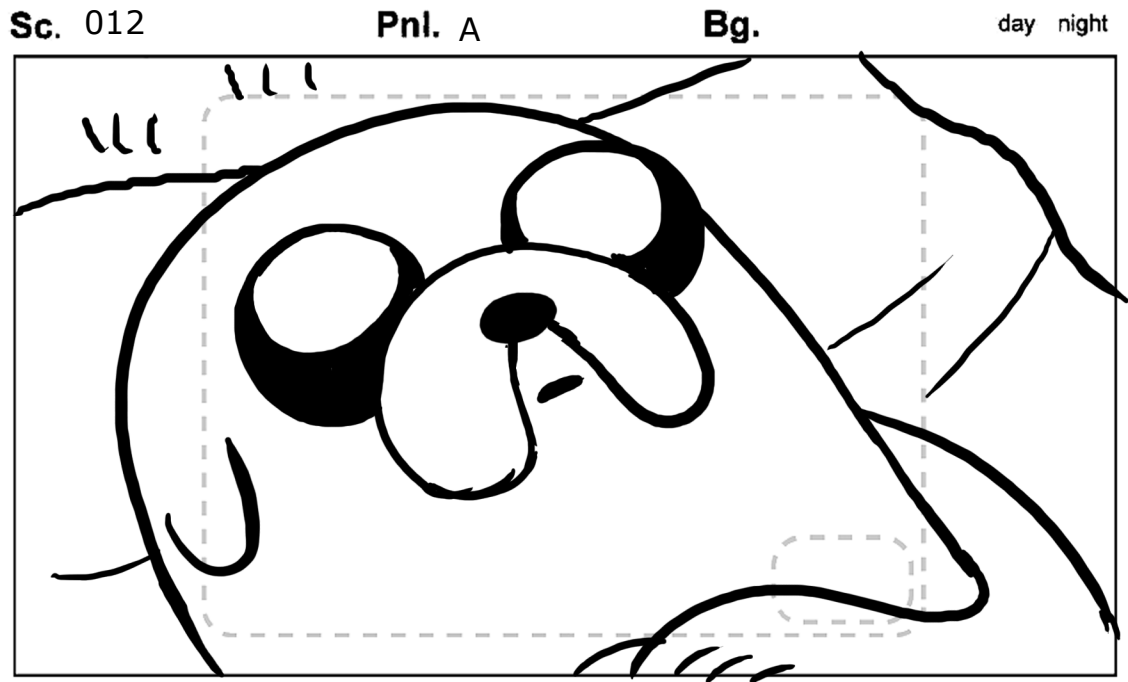


EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

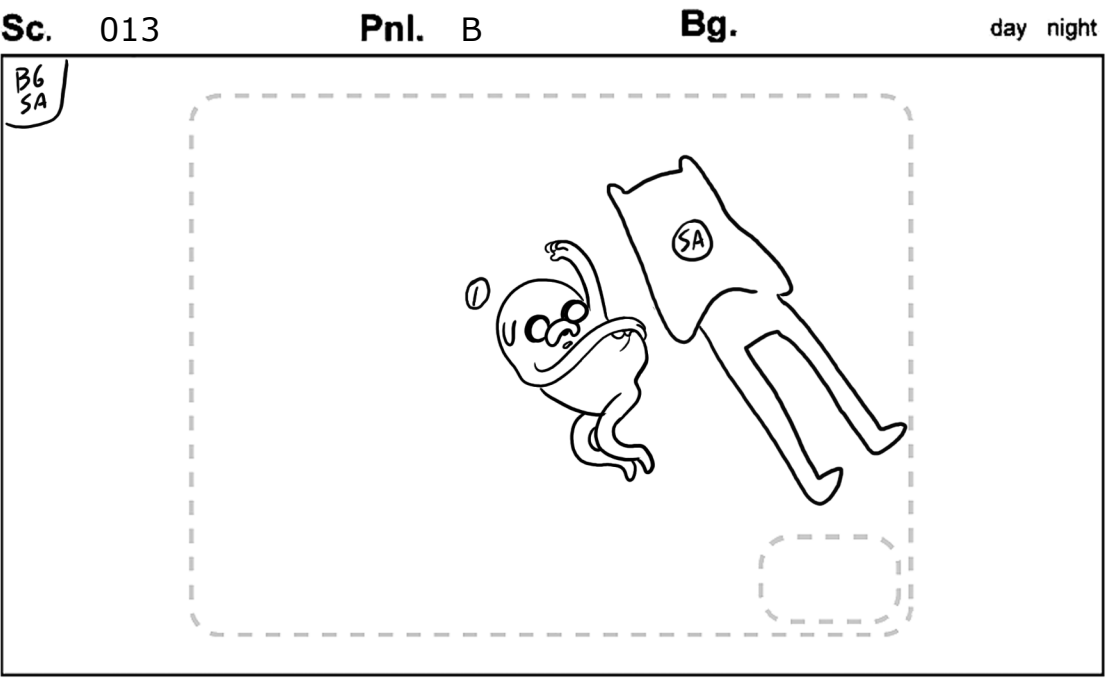
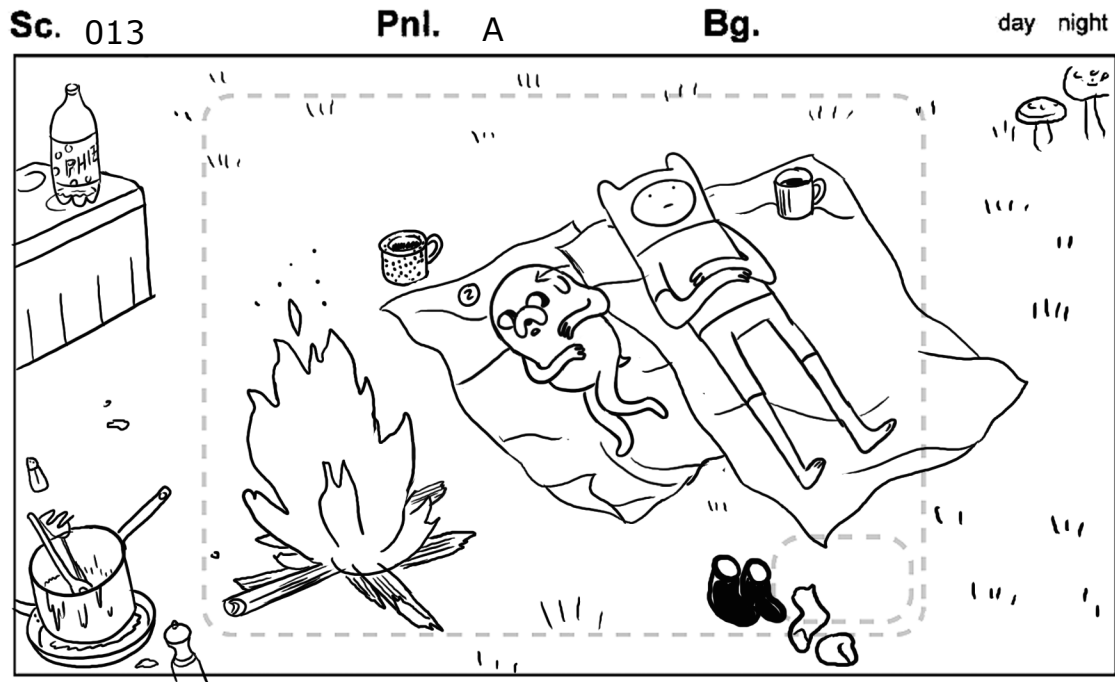


Dialog:	(O.S.) (F) / DO PEOPLE LIVE THERE?	(O.S.) (F) / ARE THEY FRIENDLY? DO THEY HAVE THE SAME JUNK AS US?
Action:	J's EYES MOVE TO FINN; HEAD TURNS SLIGHTLY	
Timing:		

EPISODE # 1025-180
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: ① / ALRIGHT, BUDDY → ② / THAT'S A LITTLE TOO MUCH CAMPFIRE

Action: J TURNS ① J PULLS BACK/BUTT SKIN AROUND HIM LIKE A BLANKET ② ③

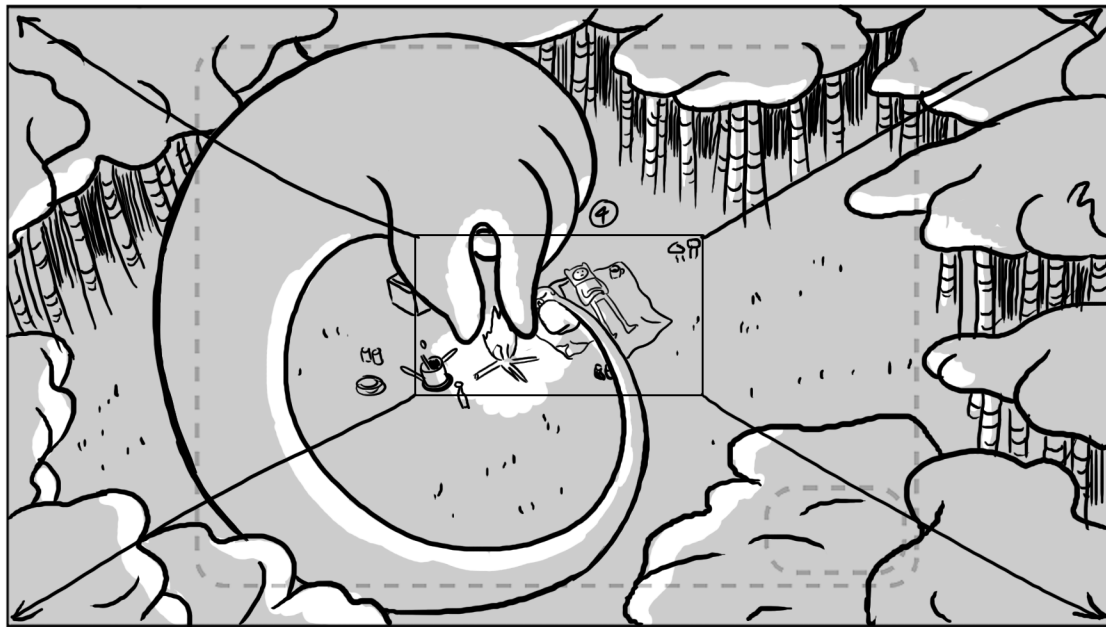
Timing:

EPISODE # 1025-180 Production :

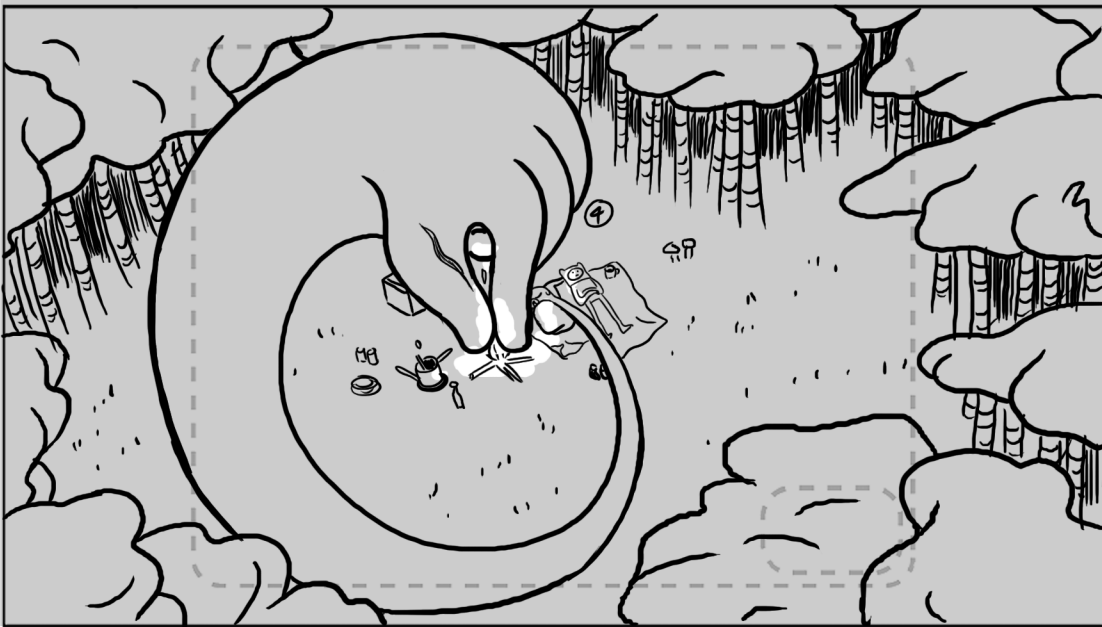
ADVENTURE TIME



Sc. 013 Pnl. C Bg. day night

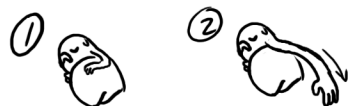


Sc. 013 Pnl. D Bg. day night

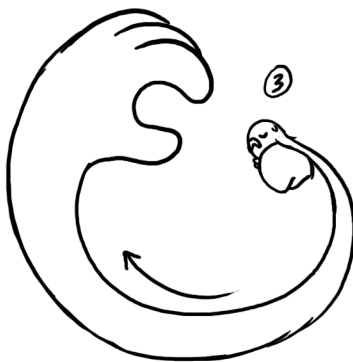


Dialog:

⑤: TIME FOR BED!



Action: TRUCK OUT WIDE
AS J'S ARM/HAND GROWS



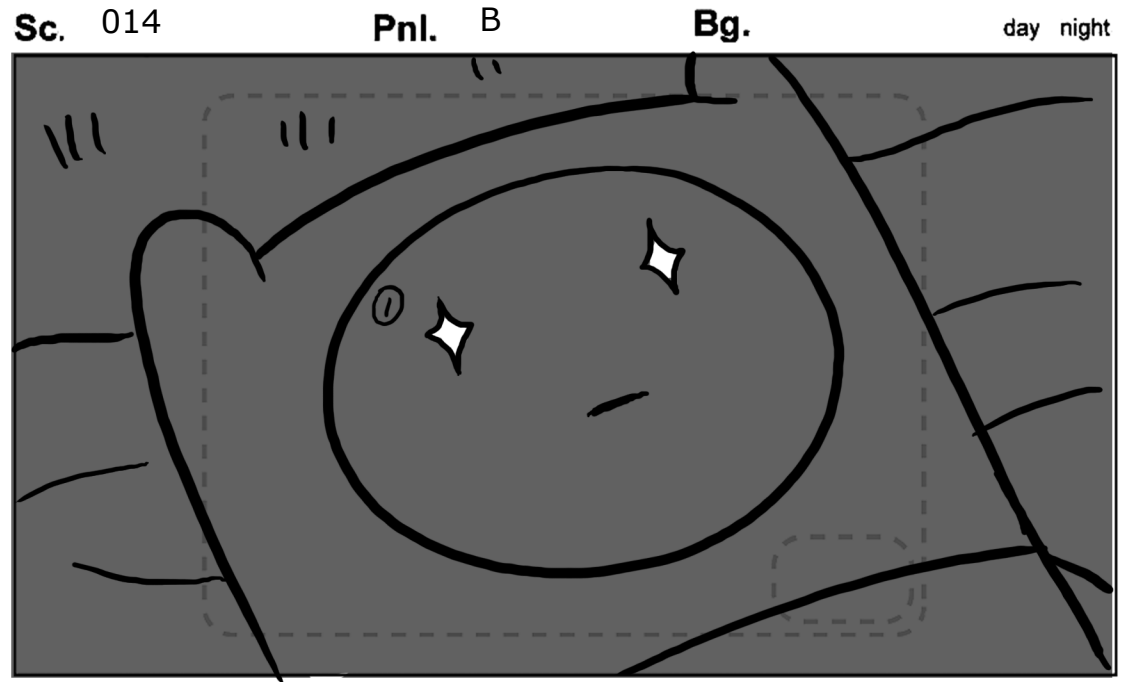
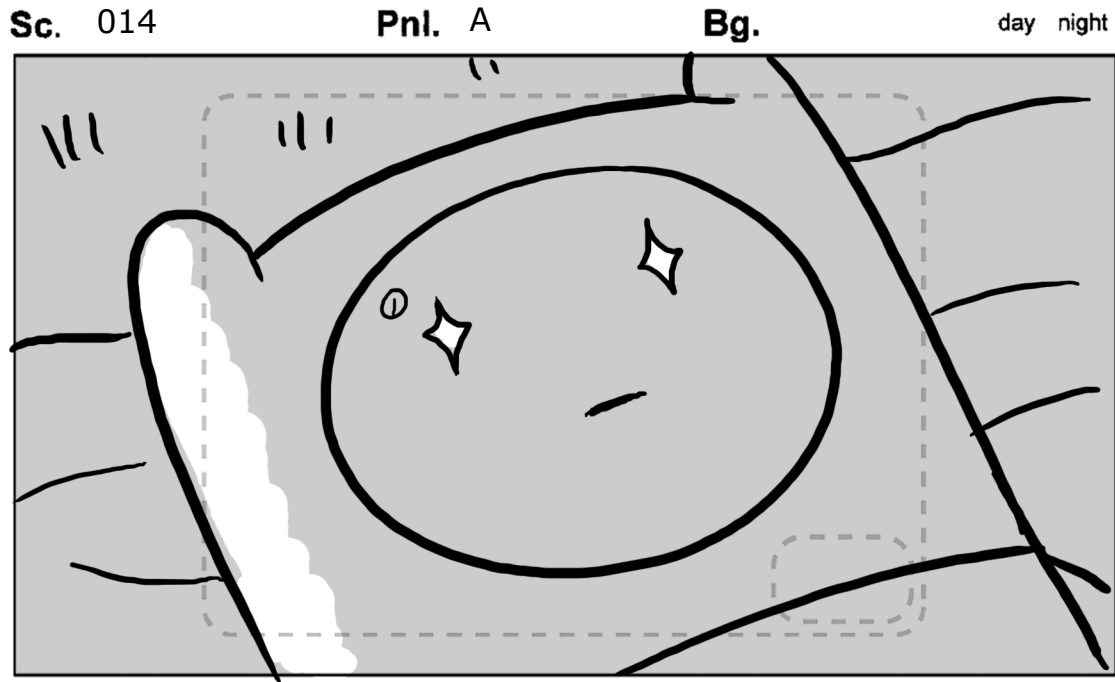
SFX/*TISS!*

- J PINCHES FIRE, LIKE A CANDLE
- LITTLE PUFF OF SMOKE

Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
Action:	QUICK DARKENING OF SCENE/ EXTINGUISHING LIGHT
Timing:	

EYE CYCLE

② ③ ④ ⑤

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 015

Pnl.

A

Bg.

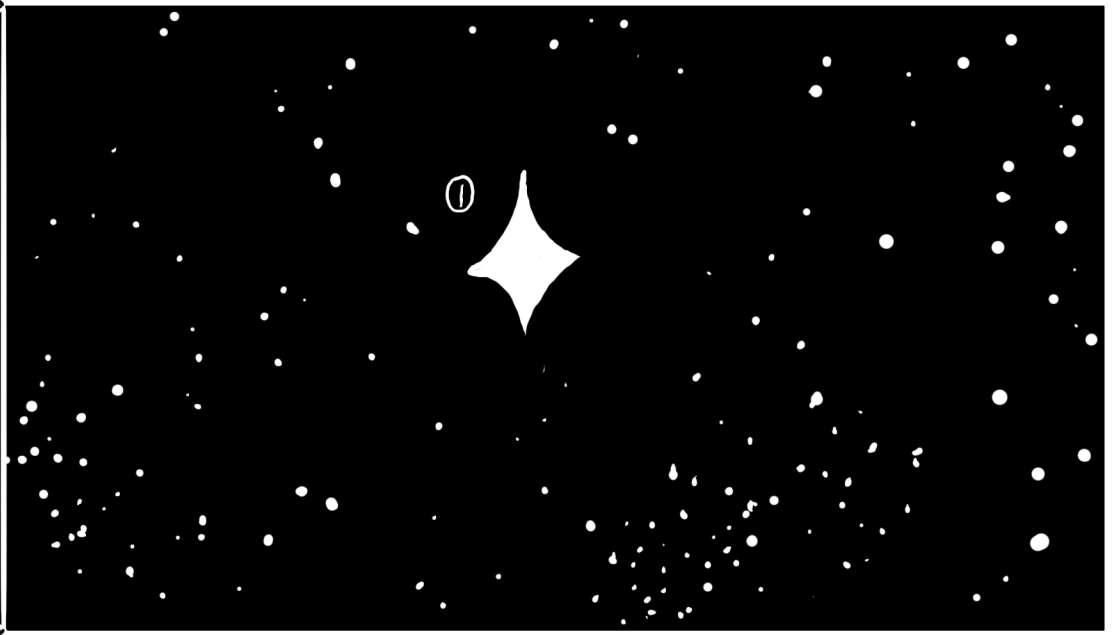
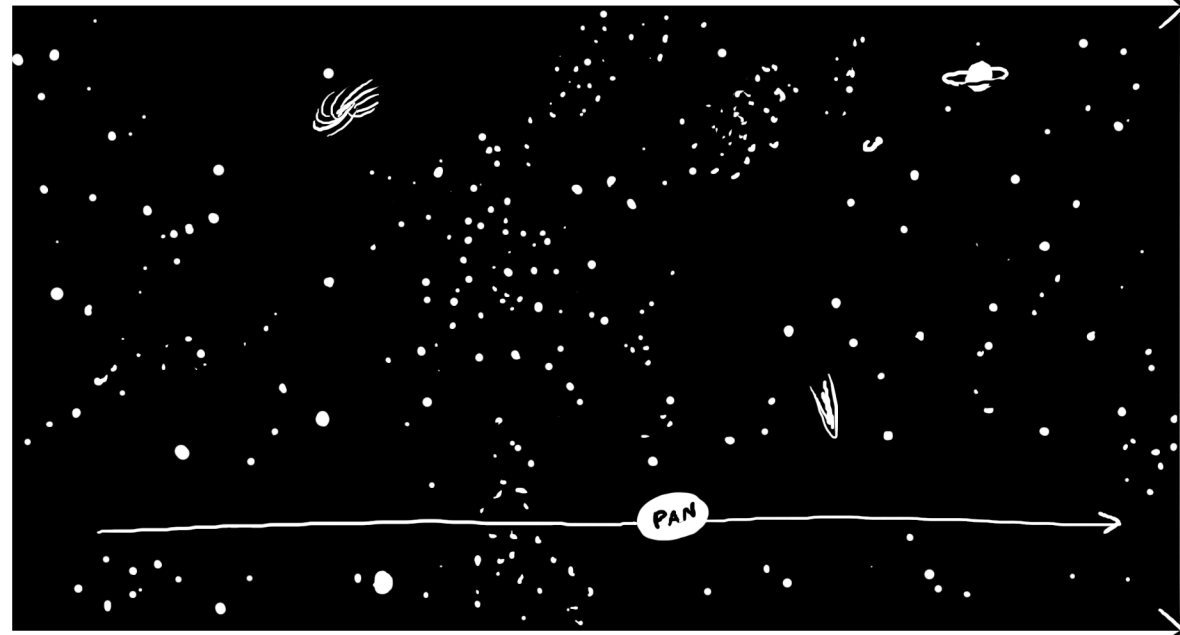
day night

Sc.

Pnl.

Bg.

day night



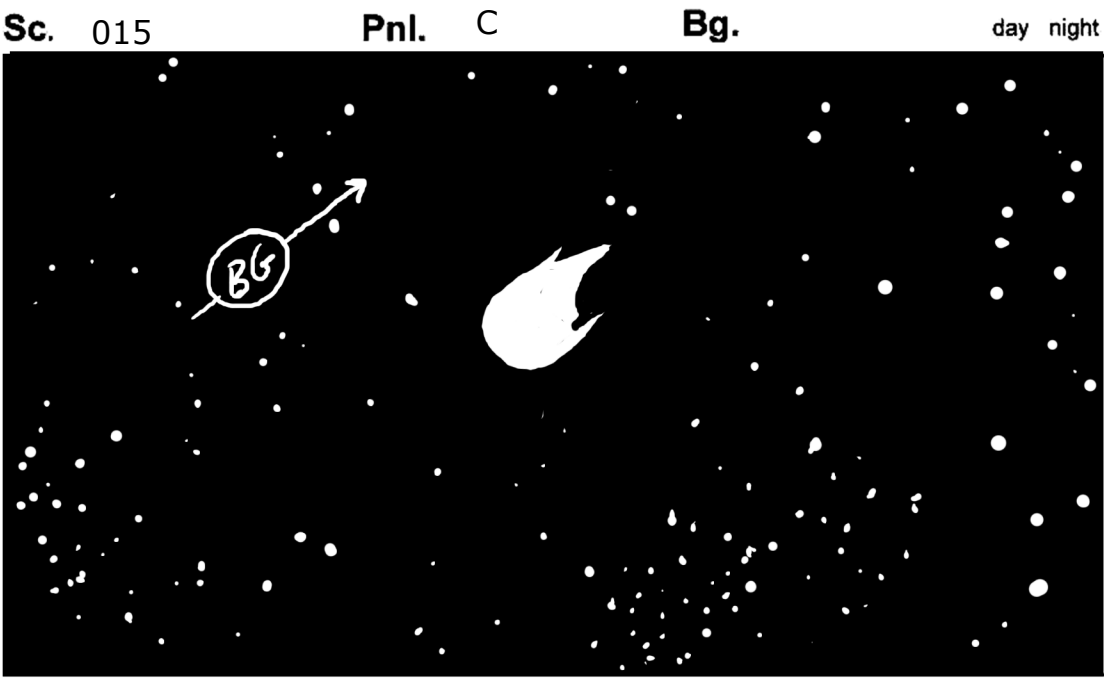
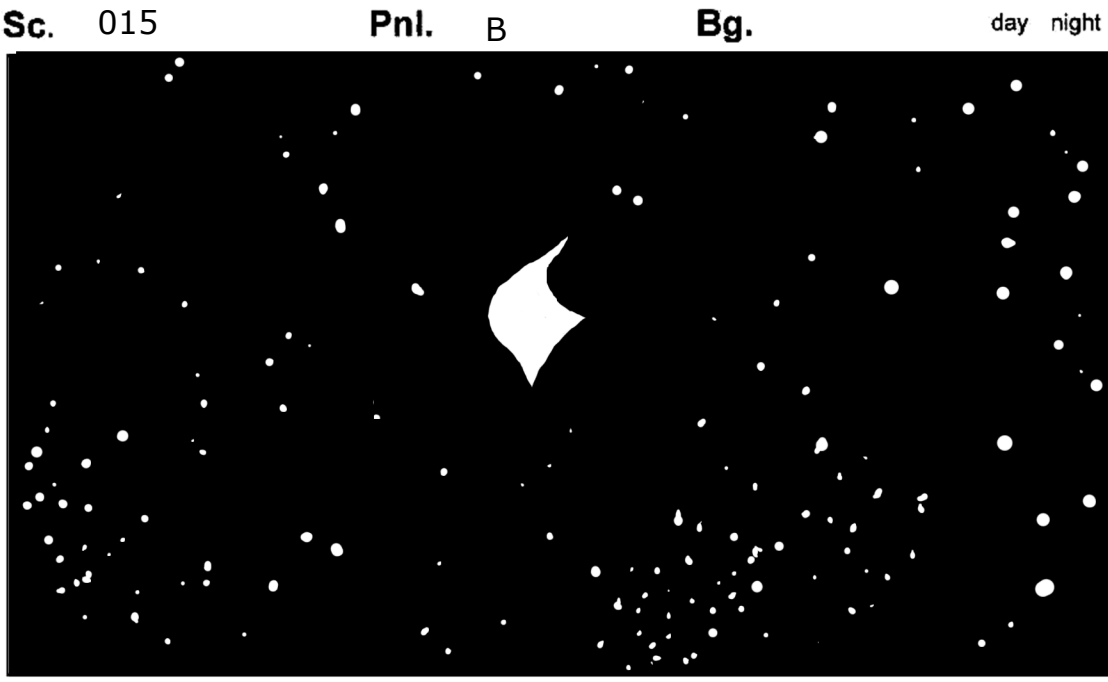
Dialog:	<i>SFX: SILENCE</i>
Action:	<i>— PAN RIGHT, STOP ON STAR</i> <i>— UNIVERSE IS MORE DETAILED THAN EARLIER VIEW</i>
Timing:	<div><p><i>STAR CYCLE</i> ↑</p><p><i>STAR CYCLE - IRREGULAR + QUICK, EXPAND, CONTRACT, ROTATE</i></p></div>

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: <i>STAR MORPHING INTO COMET SHAPE</i> —————→ <i>BACKGROUND STARS START MOVING</i>
Timing:

EPISODE # 1025-180

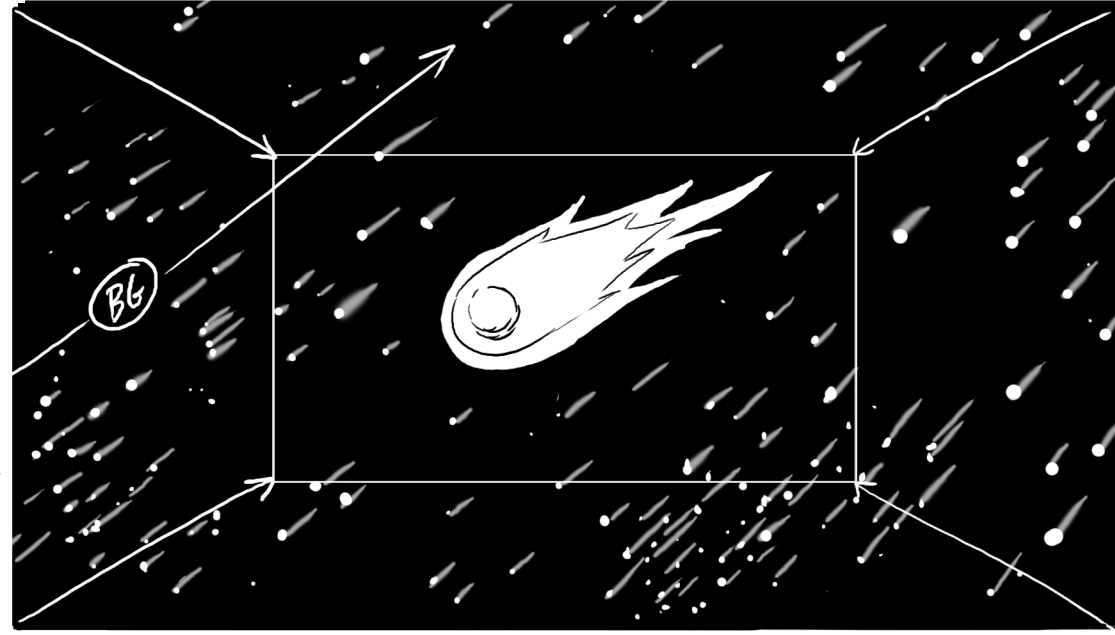
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

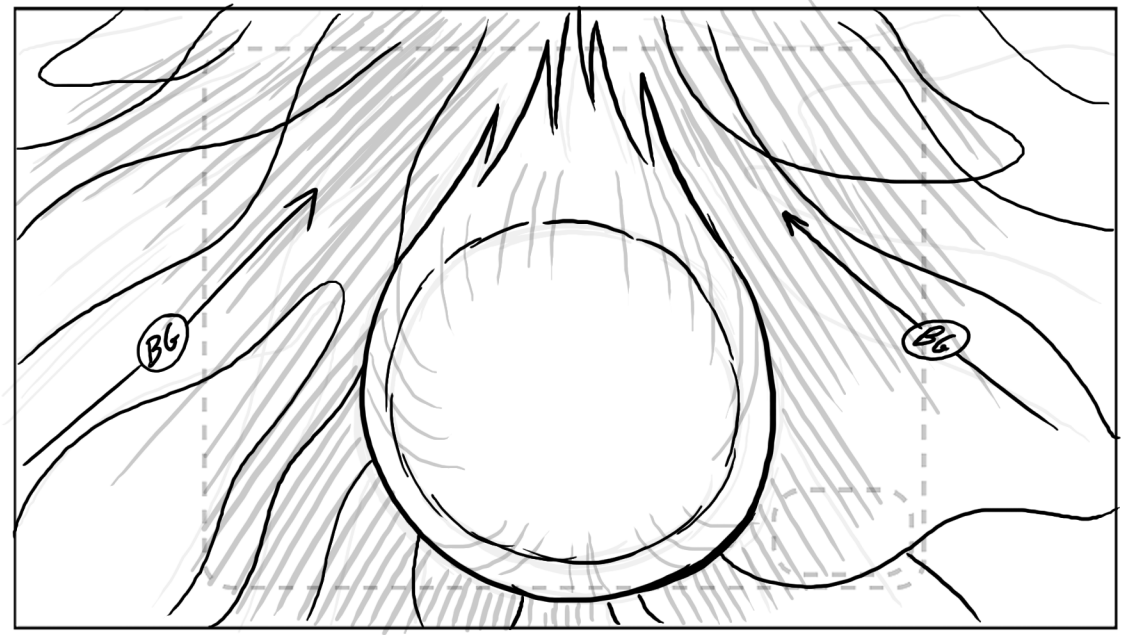
ADVENTURE TIME



Sc. 015 Pnl. D Bg. day night



Sc. 016 Pnl. A Bg. day night



Dialog:	
SFX/ GROWING COMET SOUNDS	SFX/ SUPER-LOUD COMET SOUNDS
Action:	
- ZOOM IN ON COMET - BACKGROUND SPEEDS UP, STARS MOVING FASTER	BACKGROUND ABSTRACT/COLORS, RUSHING PAST VERY FAST
Timing:	

ADVENTURE TIME



Sc. 017	Pnl. A	Bg.	day night	Sc. 017	Pnl. B	Bg.	day night

Dialog:	
Action: <i>F SLEEPING</i>	<i>AURA FLARES UP AROUND FINN</i>
Timing:	

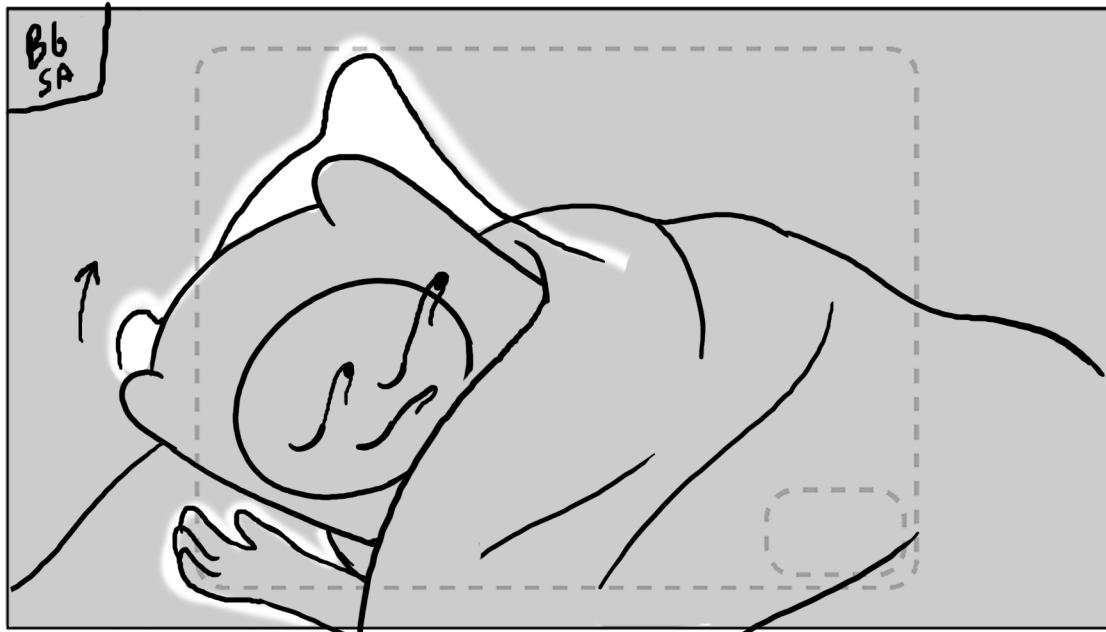
EPISODE # 1025-180

Production :

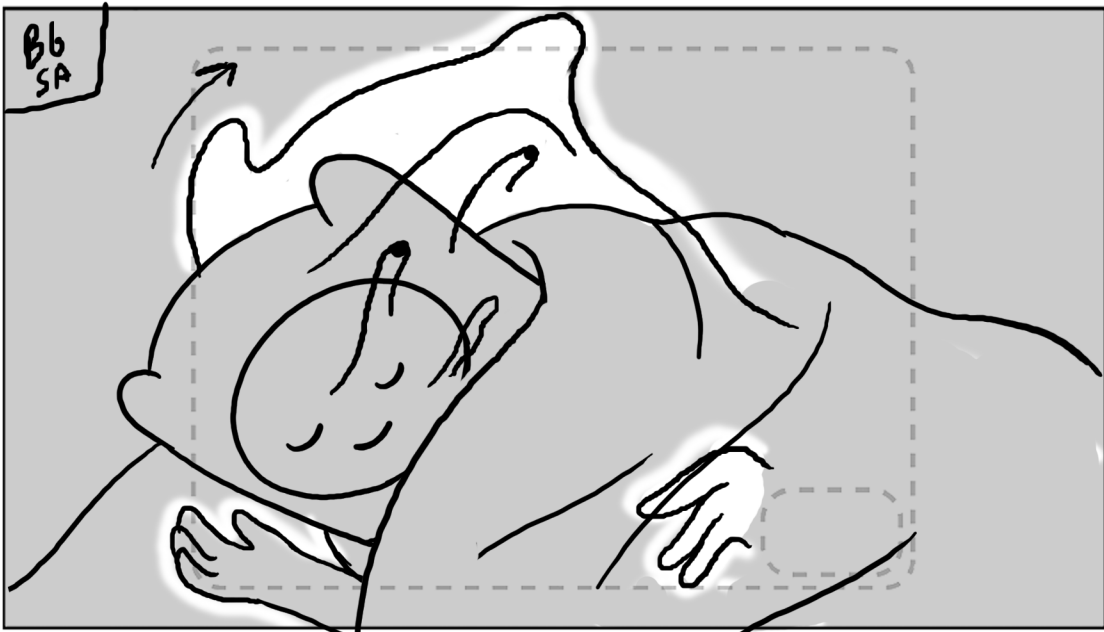
ADVENTURE TIME



Sc. 017 Pnl. C Bg. day night

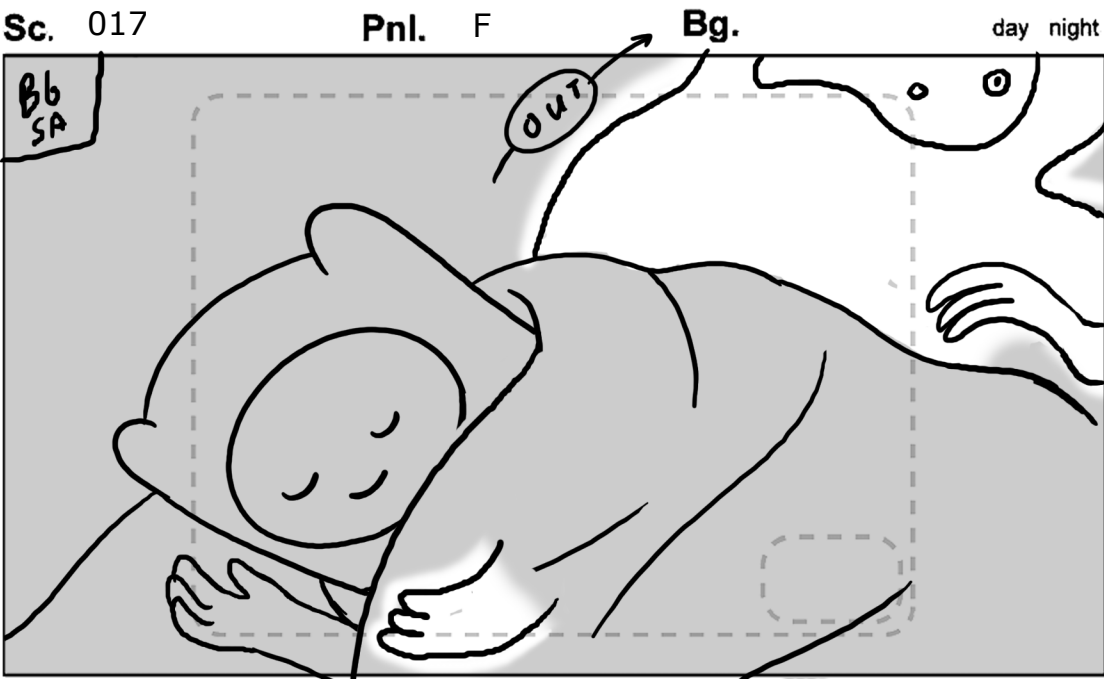
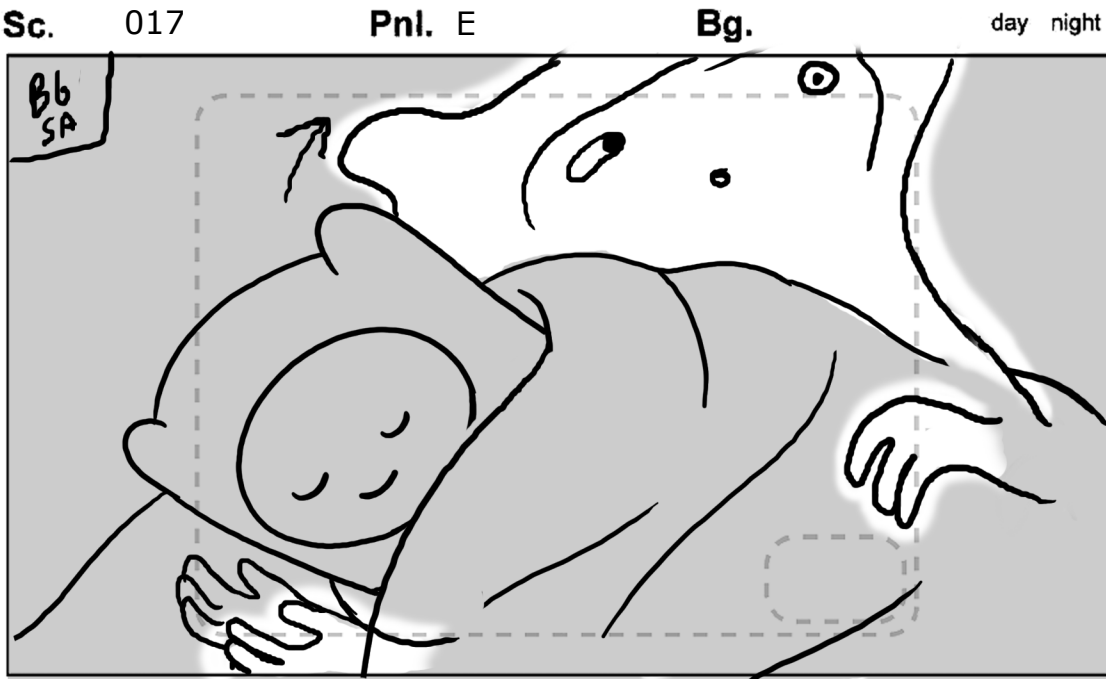


Sc. 017 Pnl. D Bg. day night



Dialog:
Action: ASTRAL FORM LEAVES BODY
Timing:

ADVENTURE TIME



Dialog:	
Action:	MOTION IS THAT OF 'BEING LIFTED', NOT 'GETTING UP'
Timing:	

ADVENTURE TIME



Page 21

Sc. 018

Pnl. A

Bg.

day night



Sc. 018

Pnl. B

Bg.

day night



Dialog:

Action:

TRUCK OUT + RIGHT WITH ASTRAL FINN

Timing:

1025-180

EPISODE #

Production :

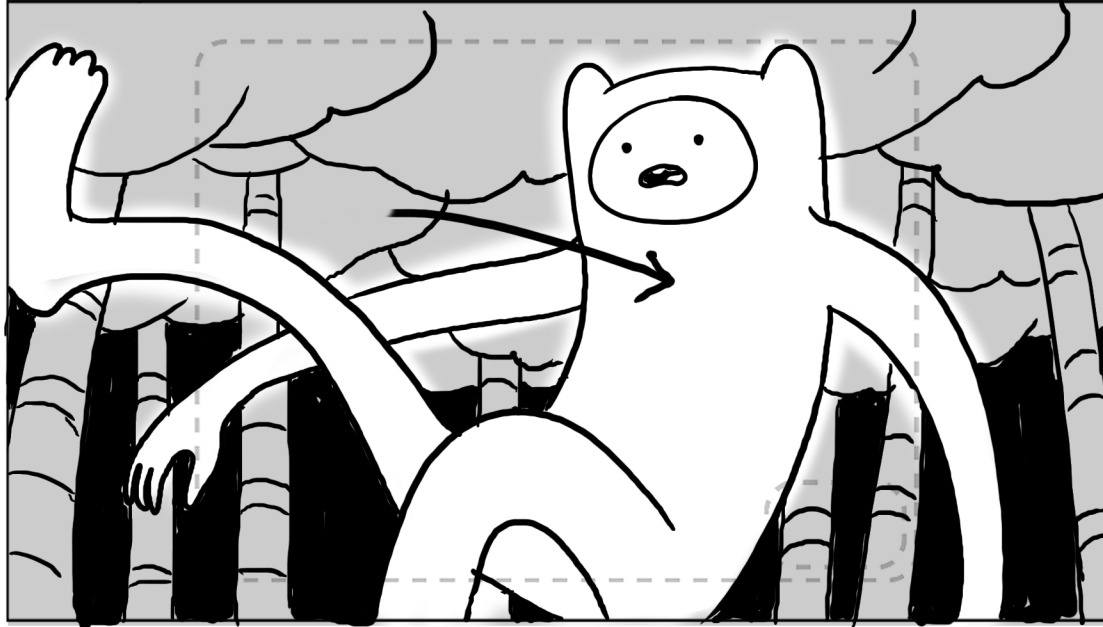
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

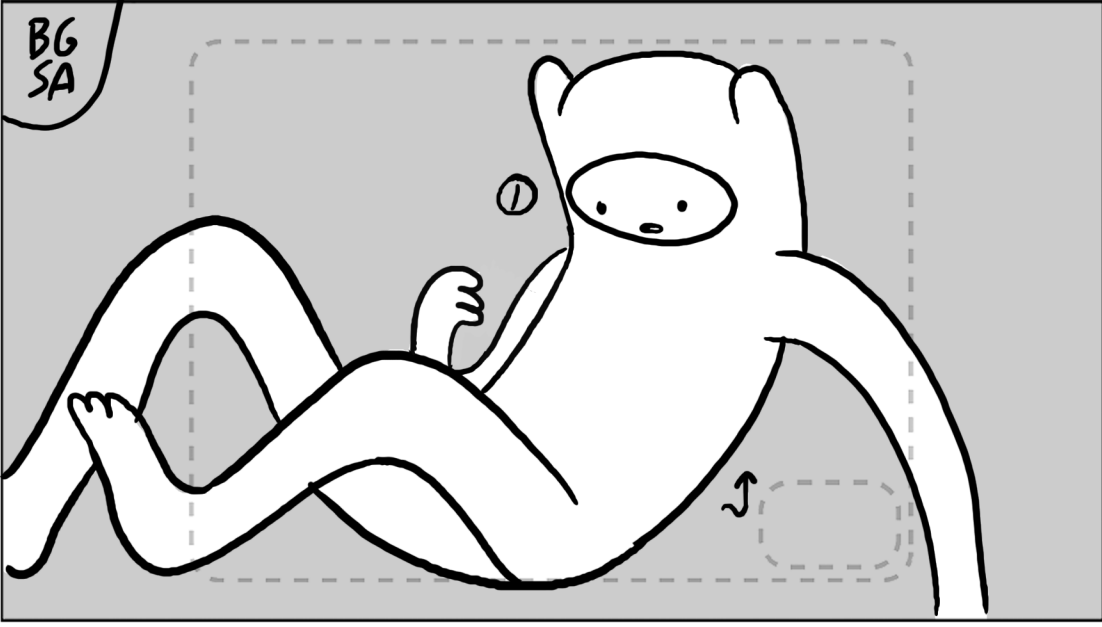


Page 22

Sc. 019 Pnl. A Bg. day night



Sc. 019 Pnl. B Bg. day night



Dialog:	<p>(F) / HOLY...!</p> <p>- AURA SUBSIDES - F FLOATS GENTLY UP/DOWN</p>	
Action:		
Timing:		

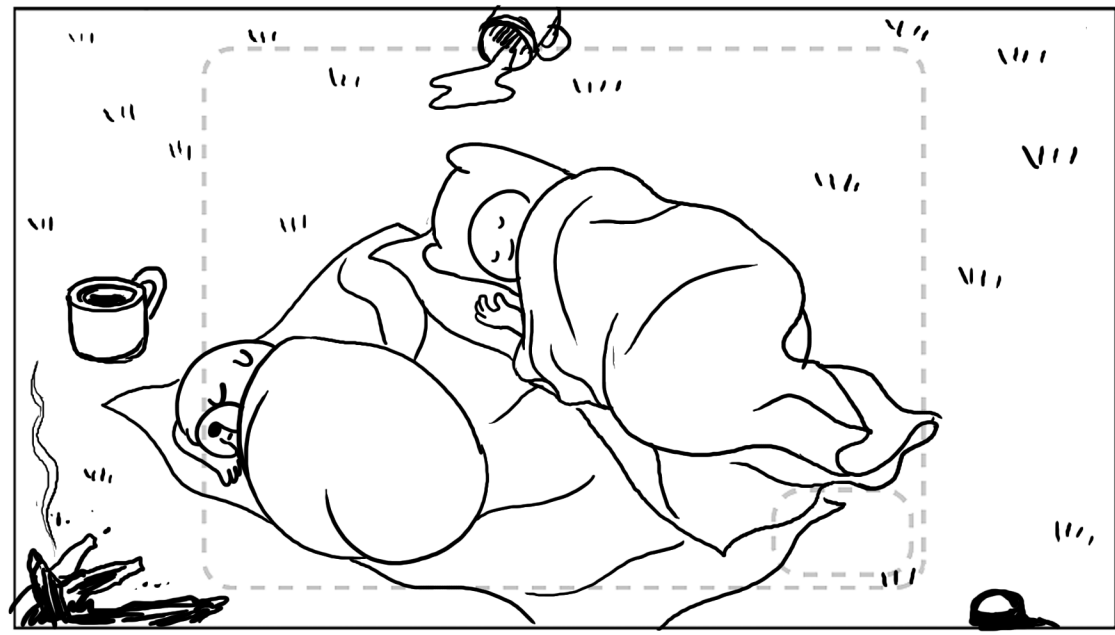
EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

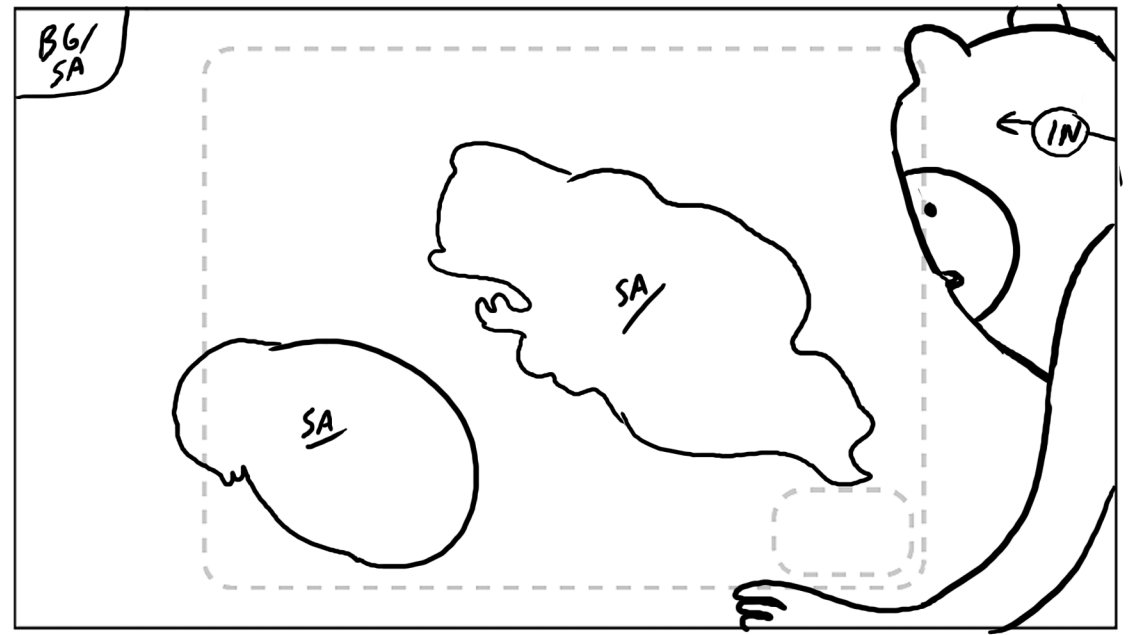
ADVENTURE TIME



Sc. 020 Pnl. A Bg. day night



Sc. 020 Pnl. B Bg. day night

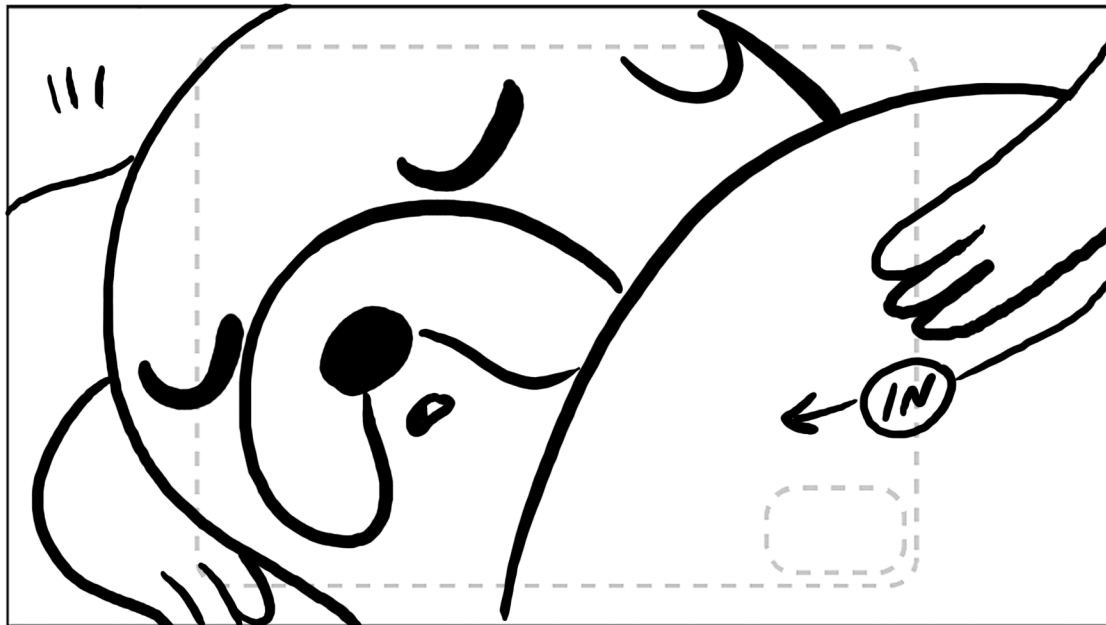


Dialog:	Ⓕ / OH DANG.
Action:	
Timing:	

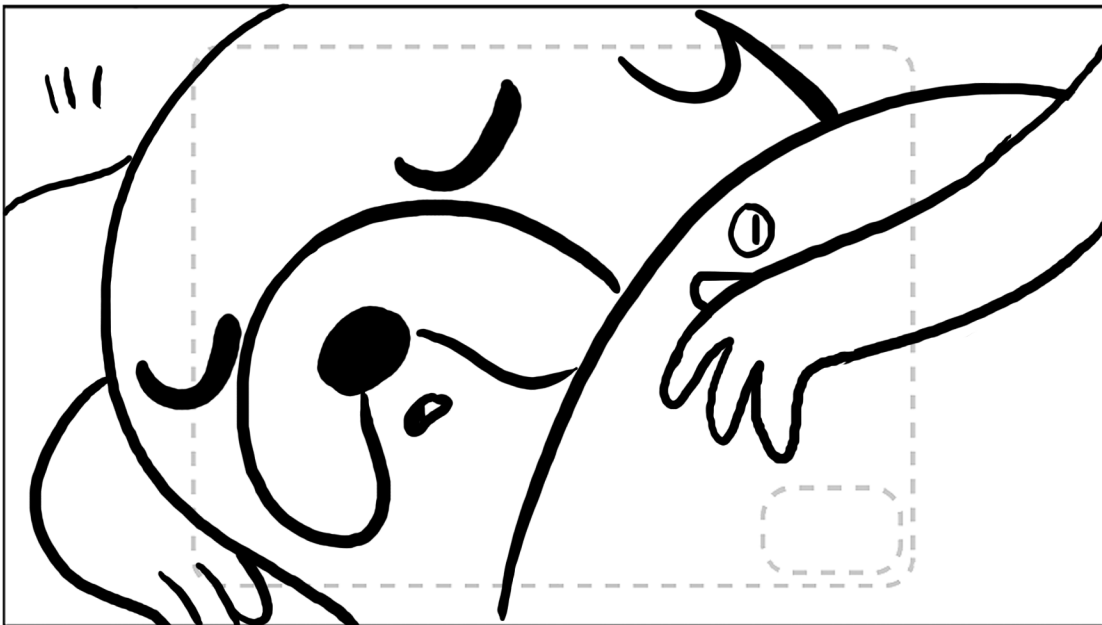
ADVENTURE TIME



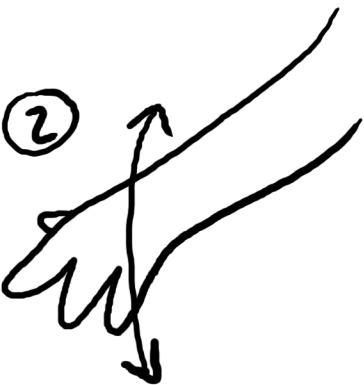
Sc. 021 Pnl. A Bg. day night



Sc. 021 Pnl. A Bg. day night



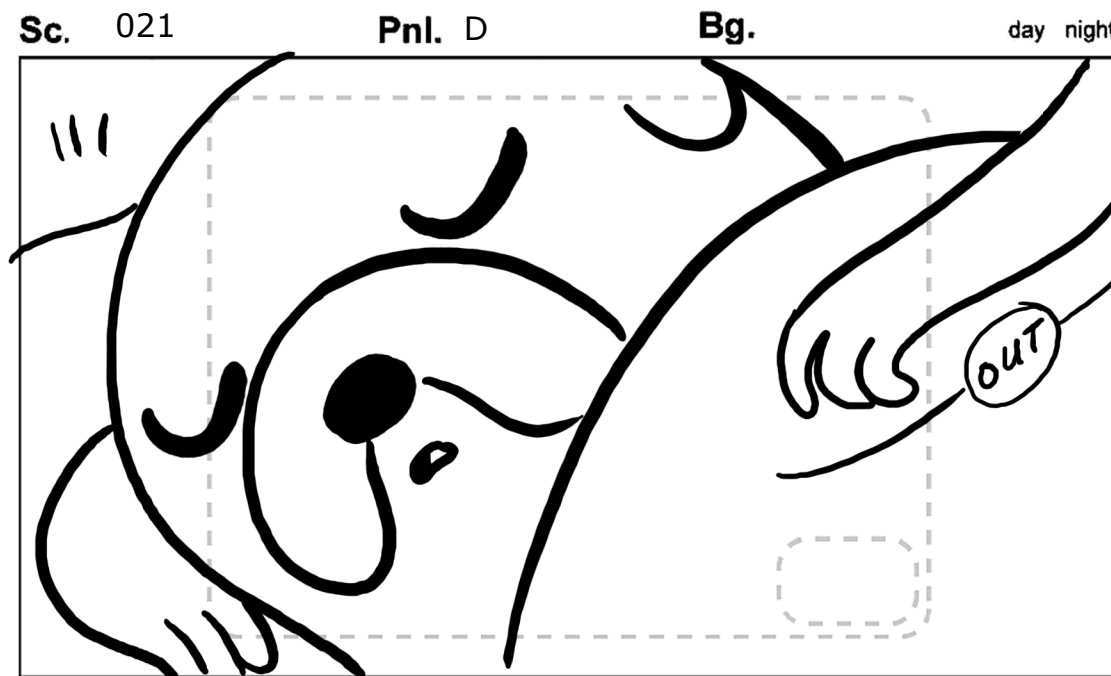
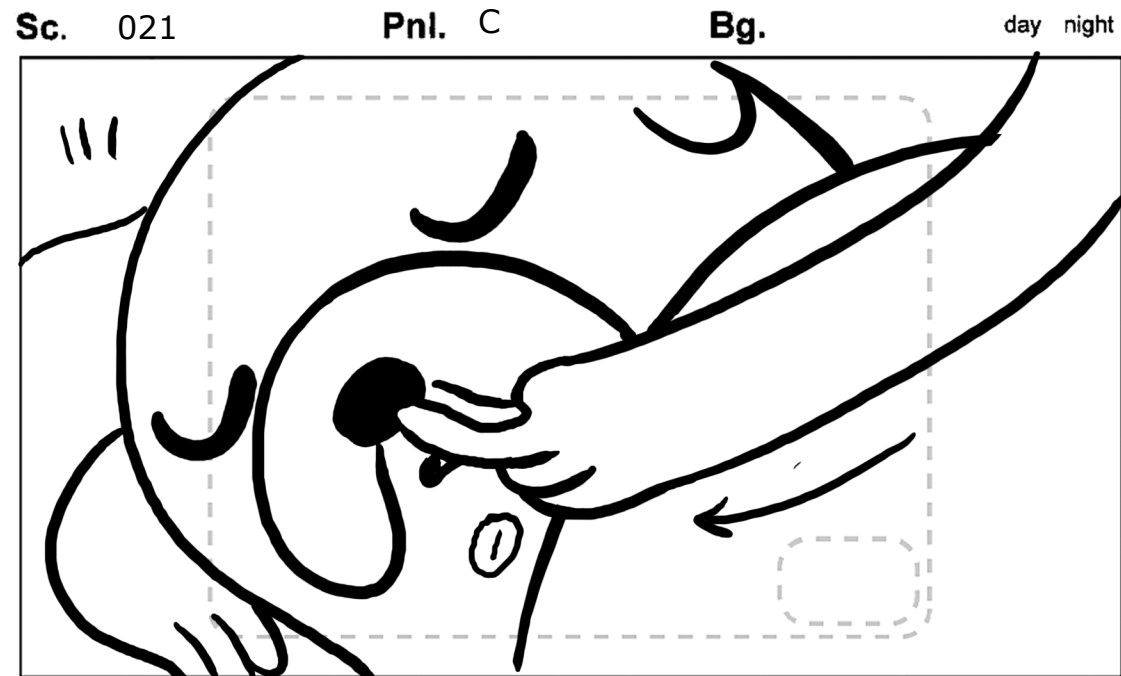
Dialog:	
Action:	F TRIES TO SHAKE J, NO EFFECT
Timing:	



ADVENTURE TIME



Page 25



Dialog:

① / HEE HEE!

Action:

PICKING CYCLE
① ② ① ②

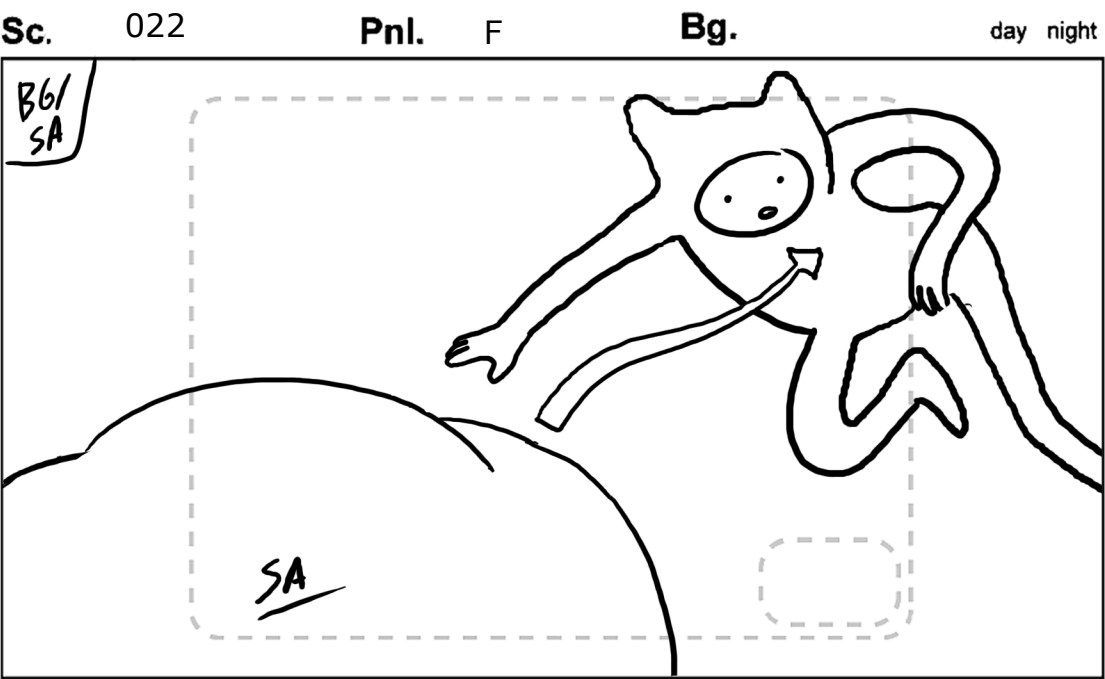
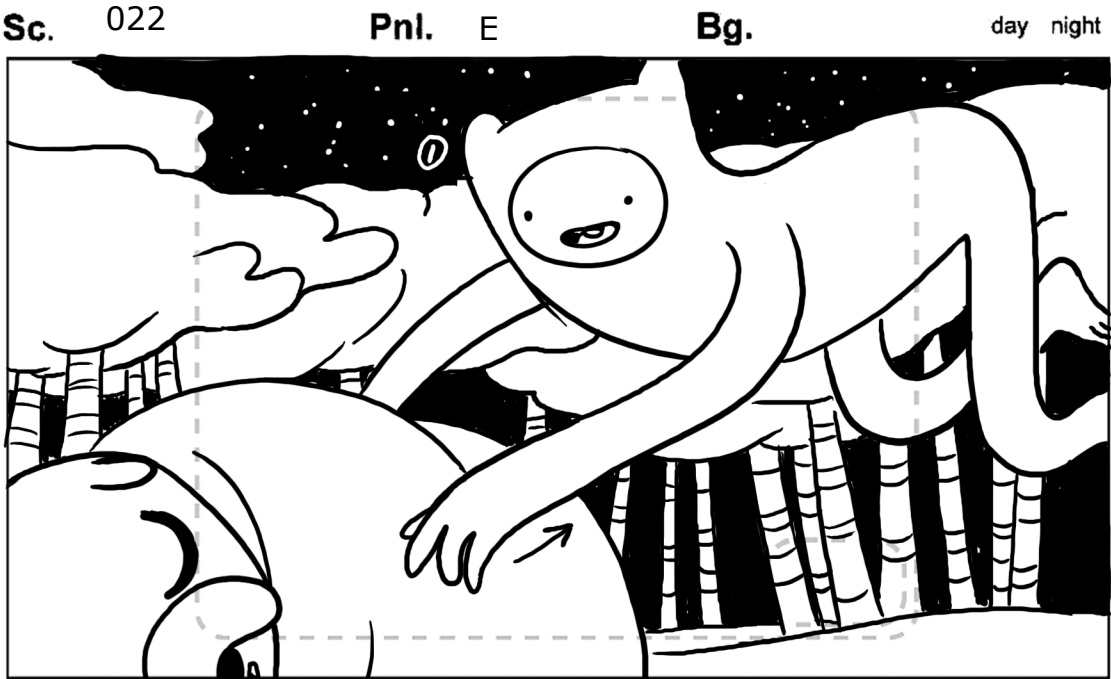


Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



Dialog:		(F) / UHHH
Action:		F STARTS FLOATING BACKWARDS/AWAY
Timing:		

ADVENTURE TIME



Sc. 022 Pnl. G Bg. day night

B6
SA

SA

Sc. Pnl. Bg. day night

Dialog:

Ⓟ / AHH OKAY

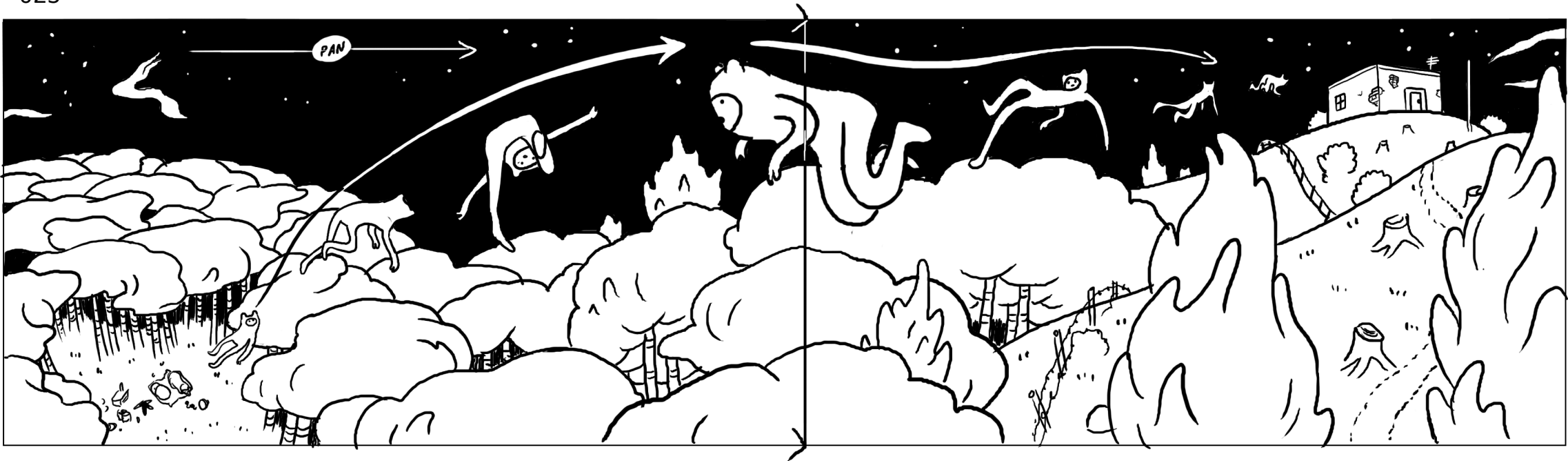
Action:

Timing:

ADVENTURE TIME



023 A



Dialog:
Ⓣ/ MAN, THIS IS SCREWY!
MAYBE IT'S THE CAN O' BEANS WE HAD FOR DINNER...

Action: PAN RIGHT → F FLOATS AWAY FROM CAMP TO COTTAGE ON HILL
(F'S FLOAT = SOFT TUMBLING)

Timing:

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 023 Pnl. B Bg. day night

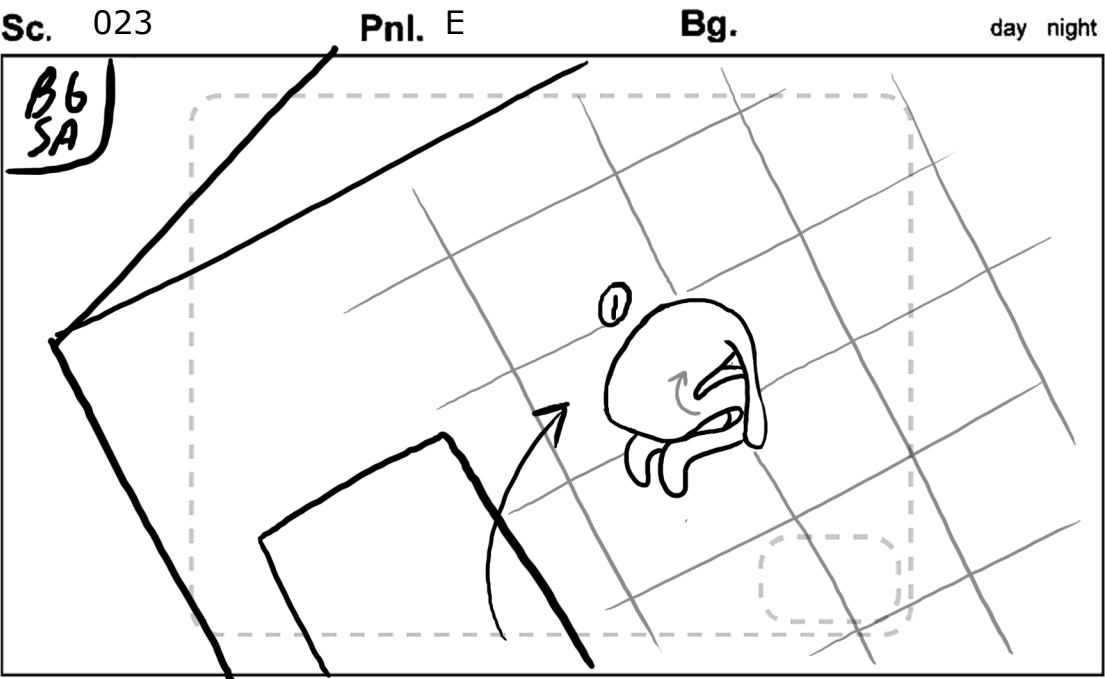
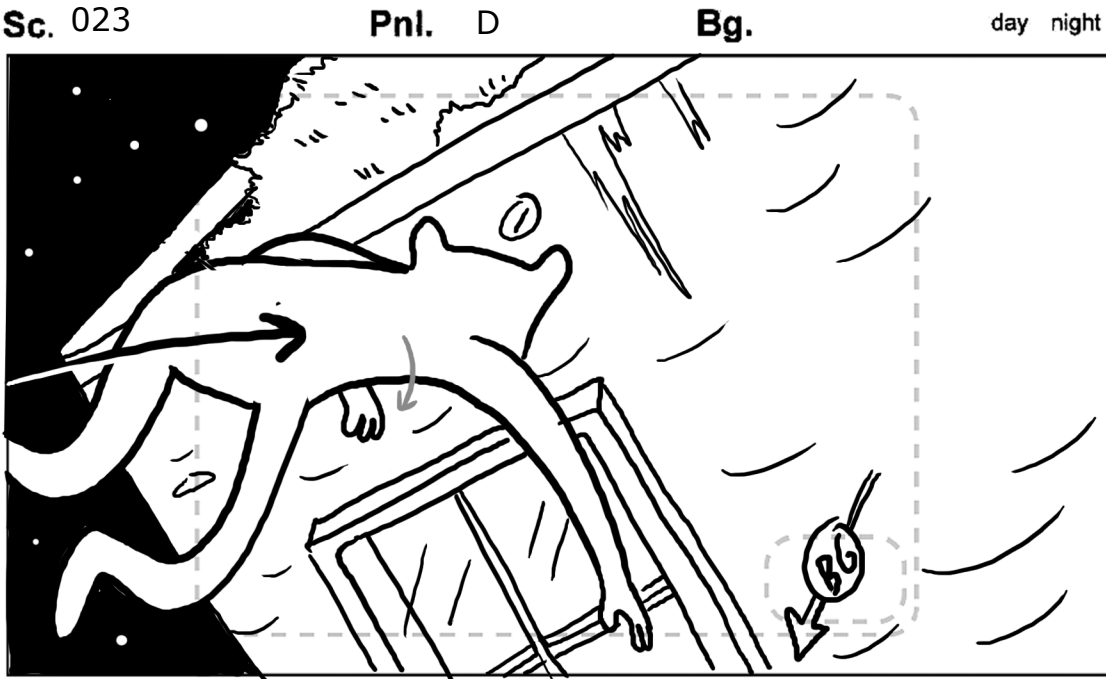


Sc. 023 Pnl. C Bg. day night



Dialog:
Action: <i>F APPROACHES COTTAGE</i> <i>F TUMBLES AS HE FLIES</i>
Timing:

ADVENTURE TIME



Dialog:

① / AAAAH!

Action:

F SCRUNCHES INTO BALL

Timing:

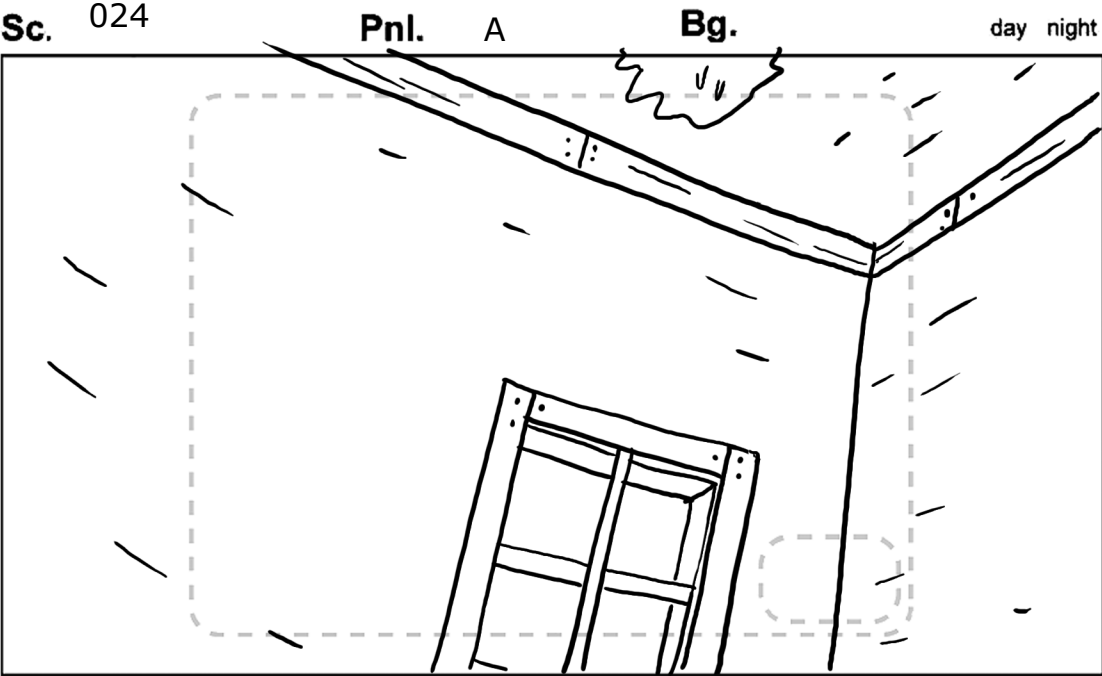
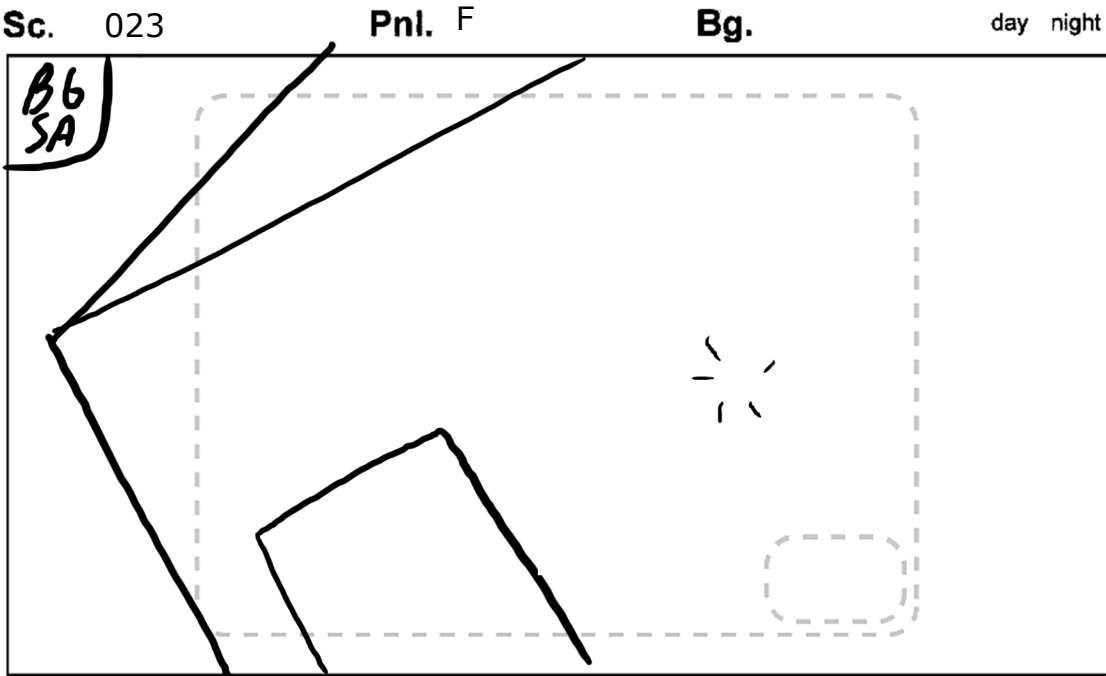
②

FINN FLIES THRU WALL

②

'OUT'

ADVENTURE TIME



Dialog:
(O.S.) [®] /OH, RIGHT
Action:
Timing:

ADVENTURE TIME

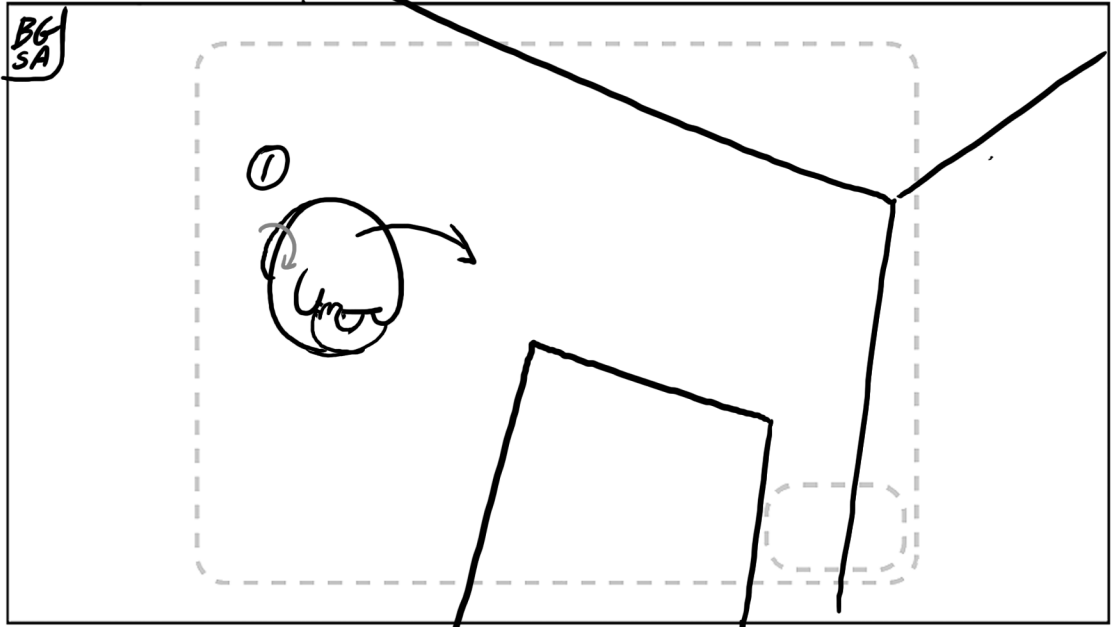


Sc. 024

Pnl. B

Bg.

day night

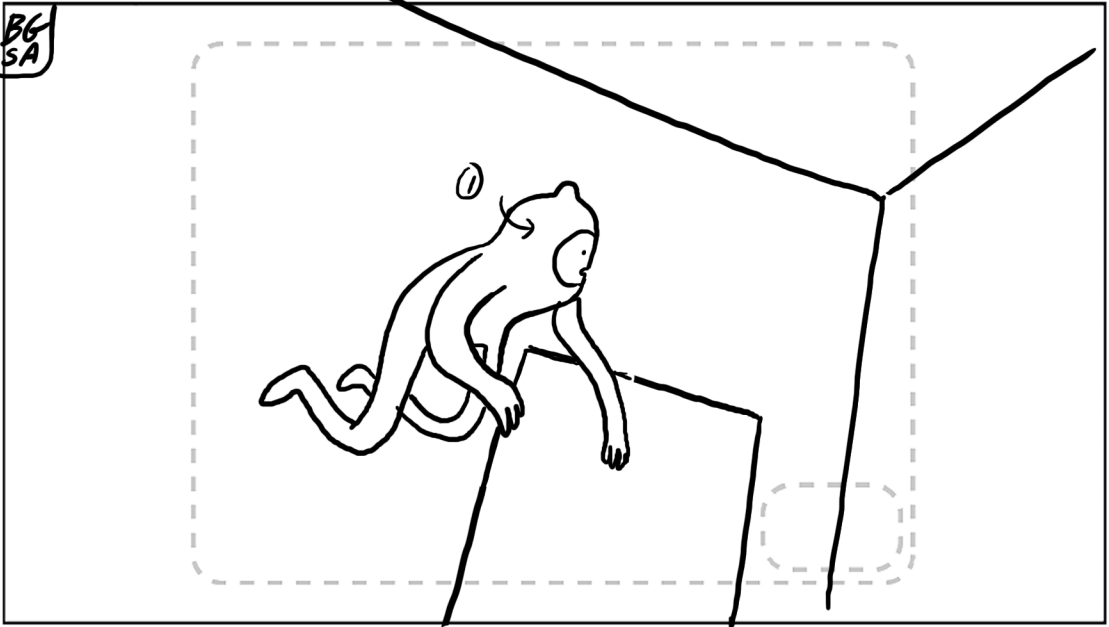


Sc. 024

Pnl. C

Bg.

day night



Dialog:

Action: — F TUMBLES IN THRU WALL,
— ③ UNCOILS FROM BALL

Timing:



F STOPS ROTATING,
LOOKS AROUND



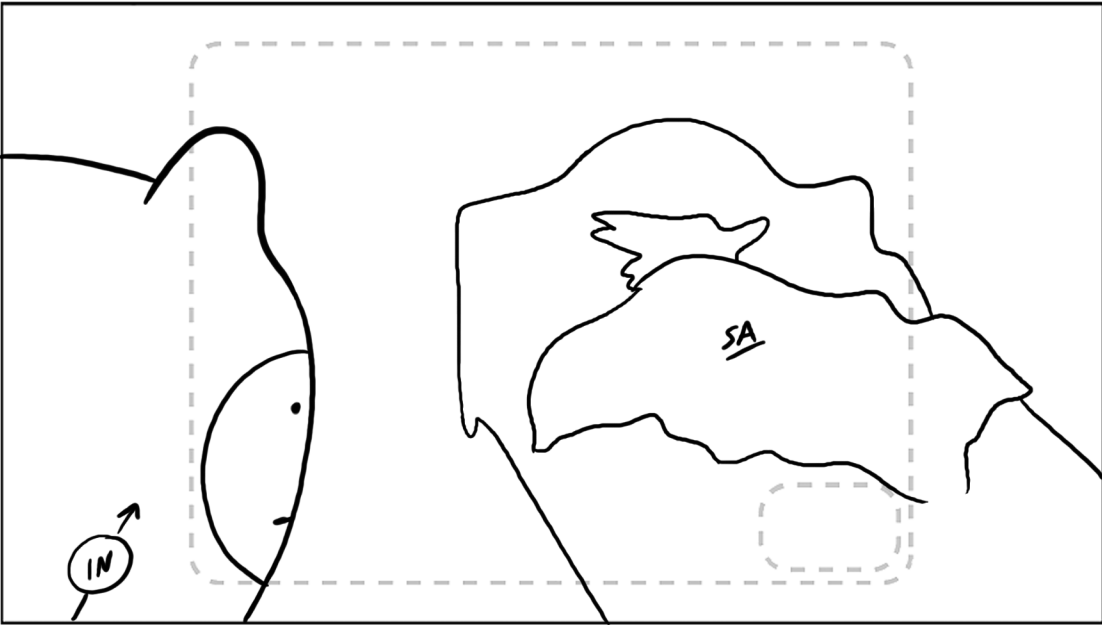
ADVENTURE TIME



Sc. 025 Pnl. A Bg. day night



Sc. 025 Pnl. B Bg. day night



Dialog:	
Action:	FINN LOOKS AT MR. FOX IN BED
Timing:	

ADVENTURE TIME



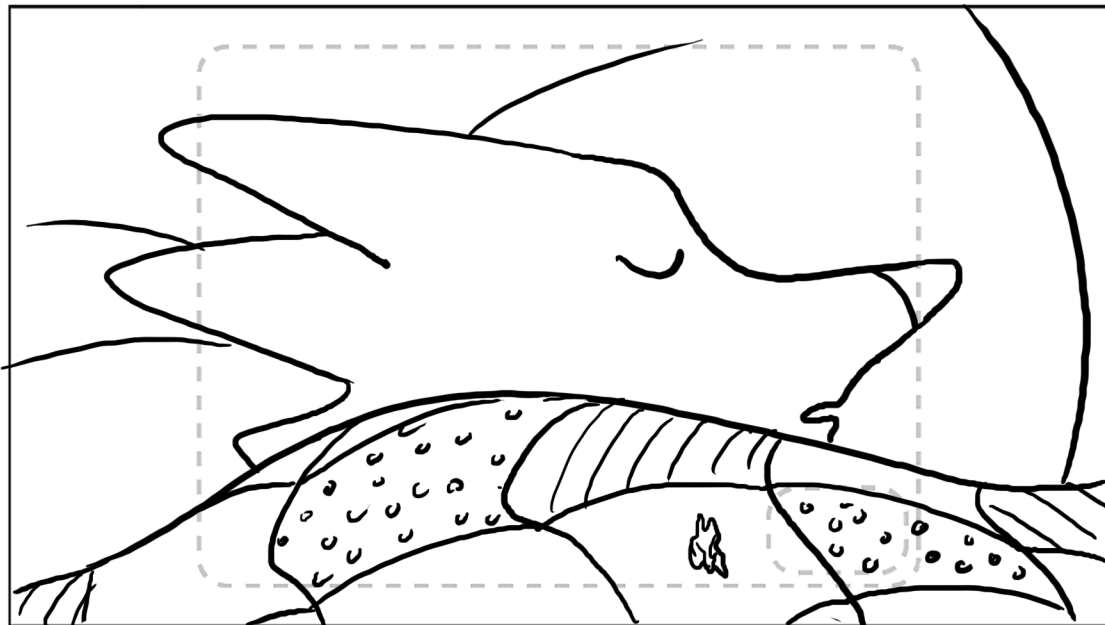
Page 34

Sc. 026

Pnl. A

Bg.

day night

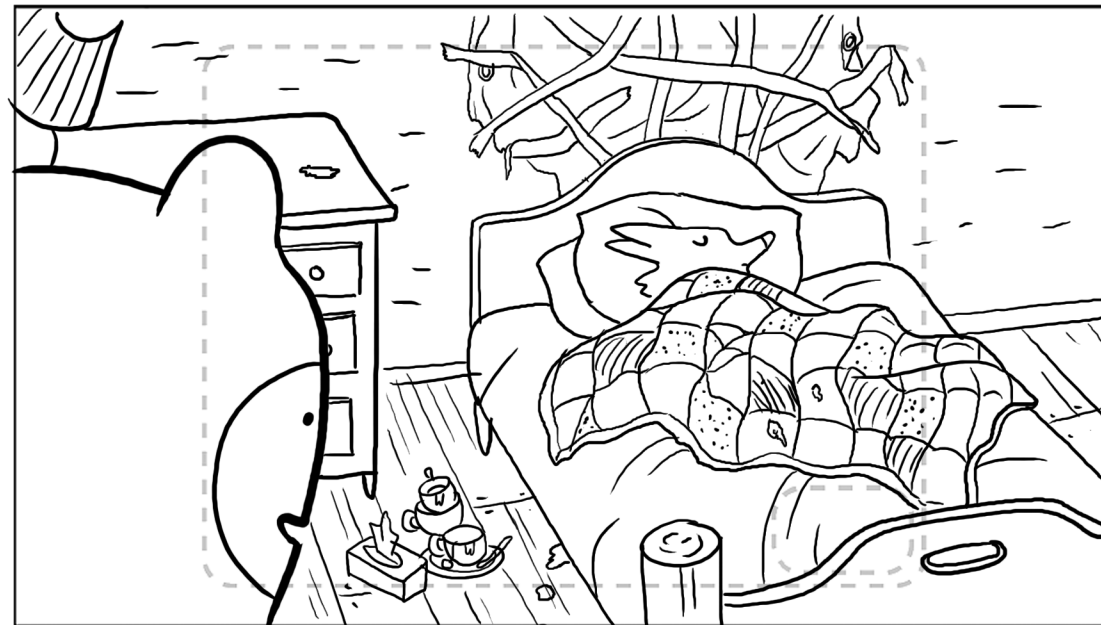


Sc. 027

Pnl. A

Bg.

day night



Dialog:

MR. FOX / (ASLEEP)
... JUST PAY ME BACK
WHEN YOU CAN...

Ⓕ / AWWWW

Action:

Timing:

1025-180

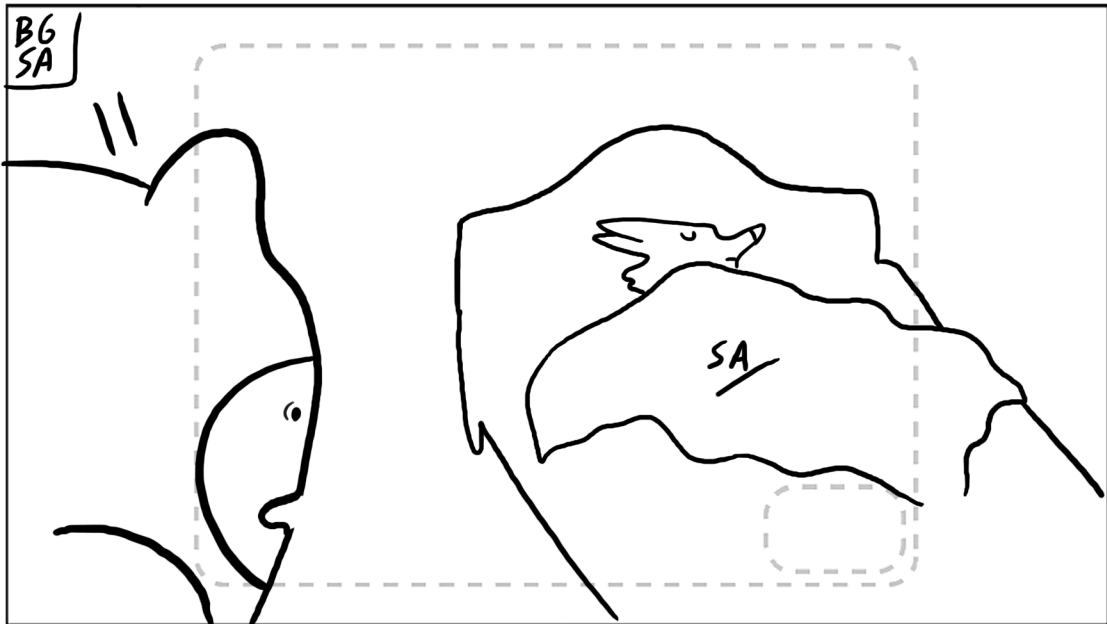
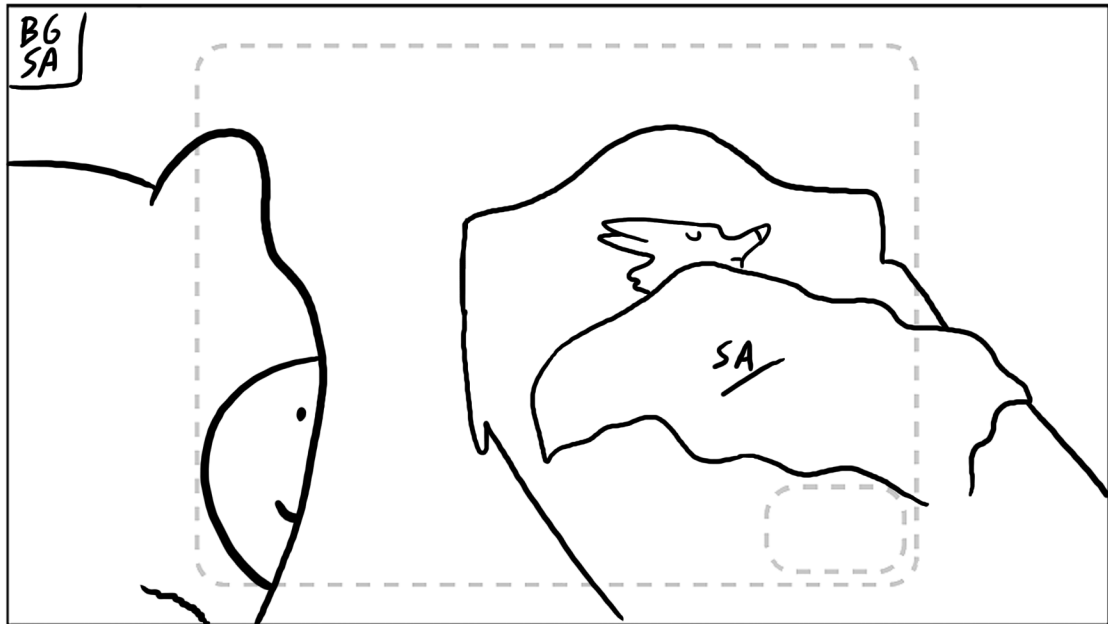
EPISODE #

Production :

ADVENTURE TIME



Sc. 027 Pnl. B Bg. day night Sc. 027 Pnl. C Bg. day night



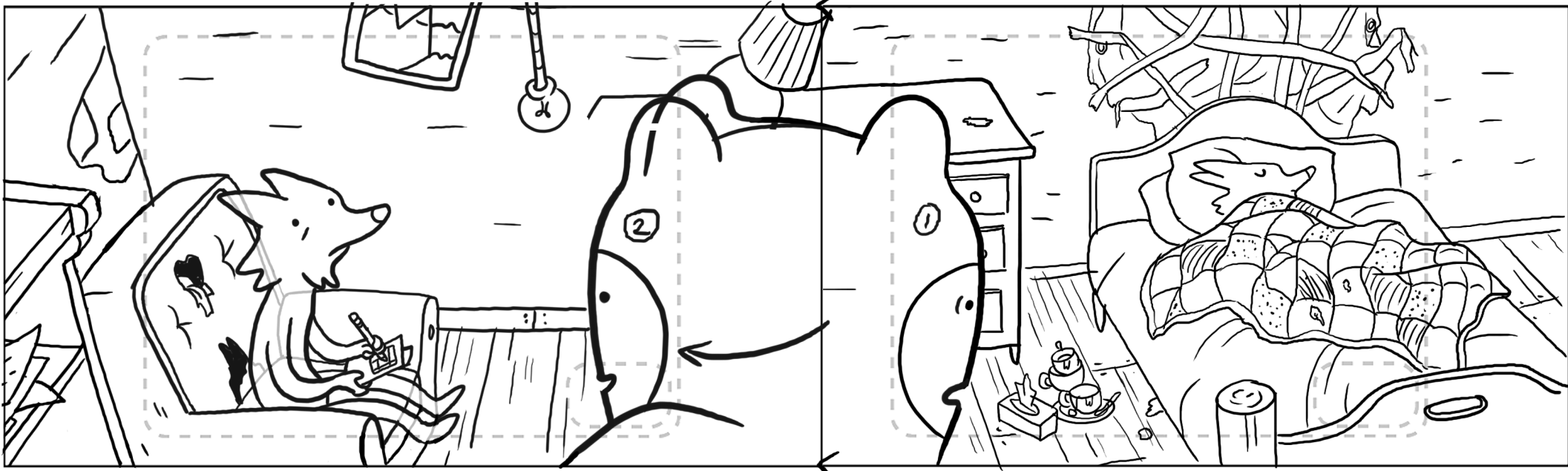
Dialog:	(O.S.)/ HELLO-! [VERY CLEAR, NOT GROGGY]	ⓕ/ HUH?!
Action:	F SURPRISED	
Timing:		

ADVENTURE TIME



027 D

PAN



Dialog:

① / ② OH! HEY!

Action:

- PAN LEFT AS FINN TURNS HEAD

Timing:

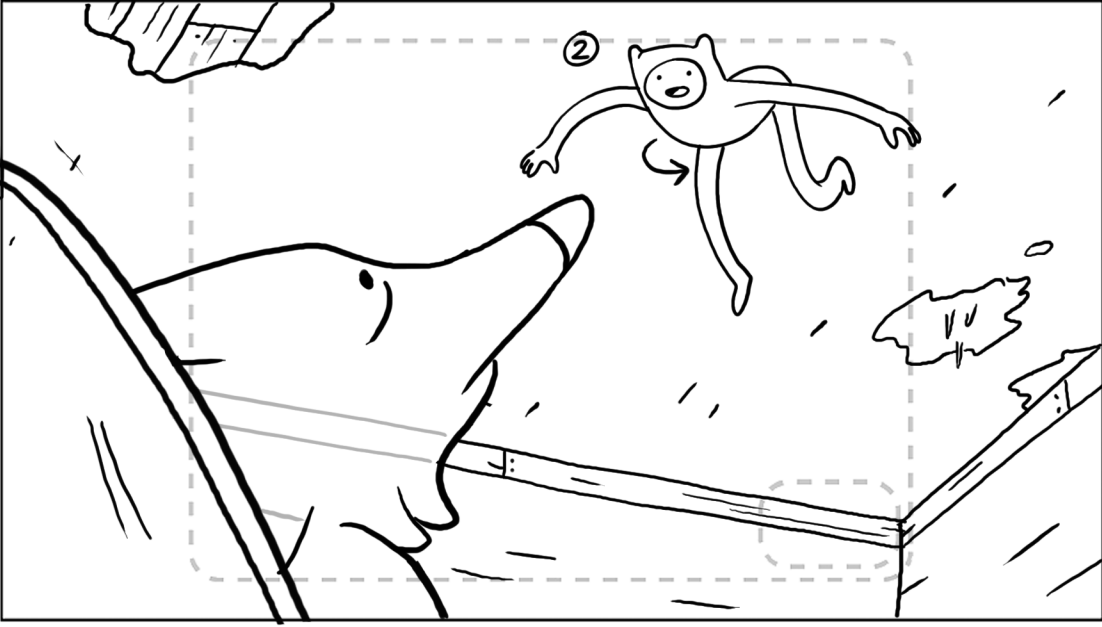
EPISODE # 1025-180

Production :

ADVENTURE TIME



Sc. 028 Pnl. A Bg. day night



Sc. 029 Pnl. A Bg. day night



Dialog:	(F) / YOU CAN SEE ME?!	ASTRAL MR. FOX / SEE. YOU.
Action:	F TURNS IN SPACE	
Timing:		

EPISODE # 1025-180
Production :

ADVENTURE TIME



Page 38

Sc. 029

Pnl. B

Bg.

day night

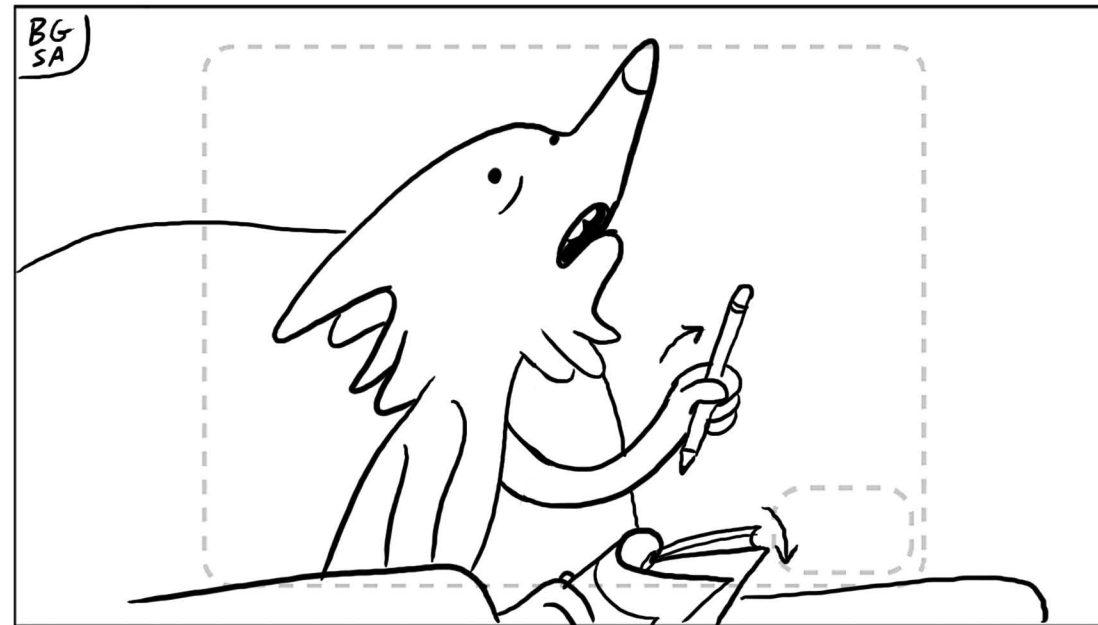


Sc. 029

Pnl. C

Bg.

day night



Dialog:

(AMF) / BUT... IF I DIDN'T SEE YOU... →

(AMF) / WAIT, WHAT DID YOU
ORIGINALLY ASK ME?

Action:

Timing:

1025-180

EPISODE #

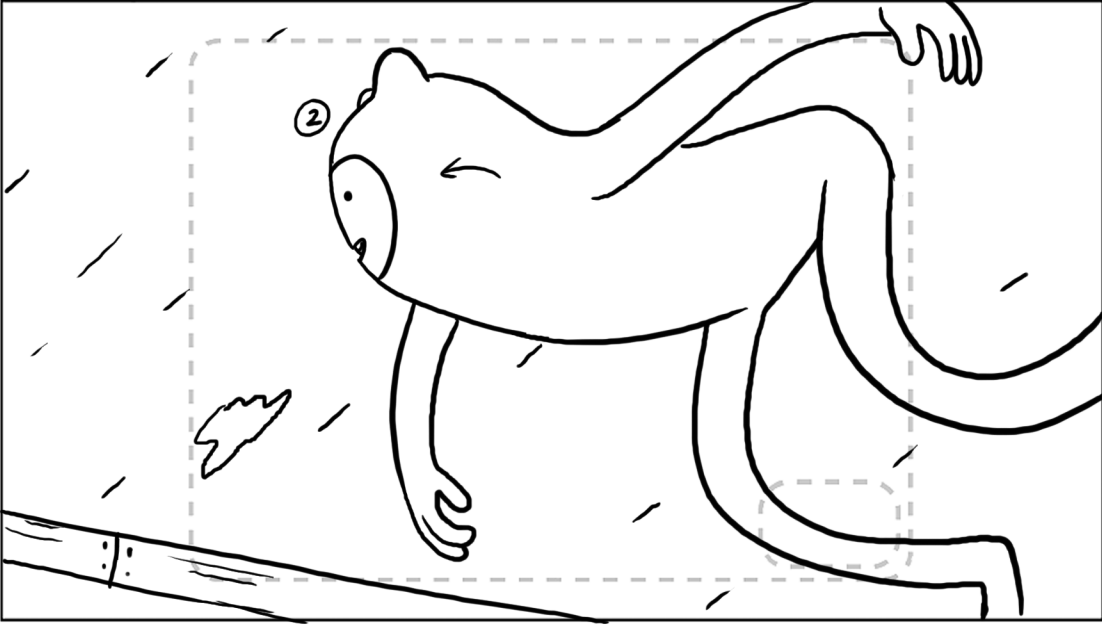
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

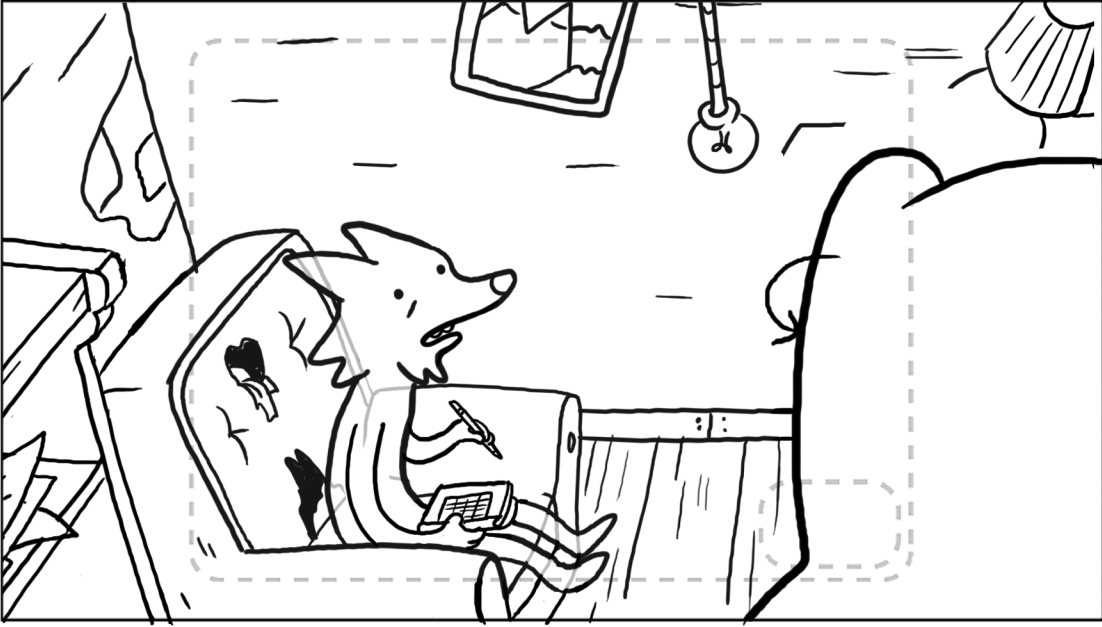
ADVENTURE TIME



Sc. 030 Pnl. A Bg. day night



Sc. 031 Pnl. A Bg. day night



Dialog:
F / AH, FORGET IT.
IT'S COOL.

AME / DO YOU... →

Action:
F LOOKS AWAY.
BODY ROTATING
IN SPACE



F ROTATING...

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



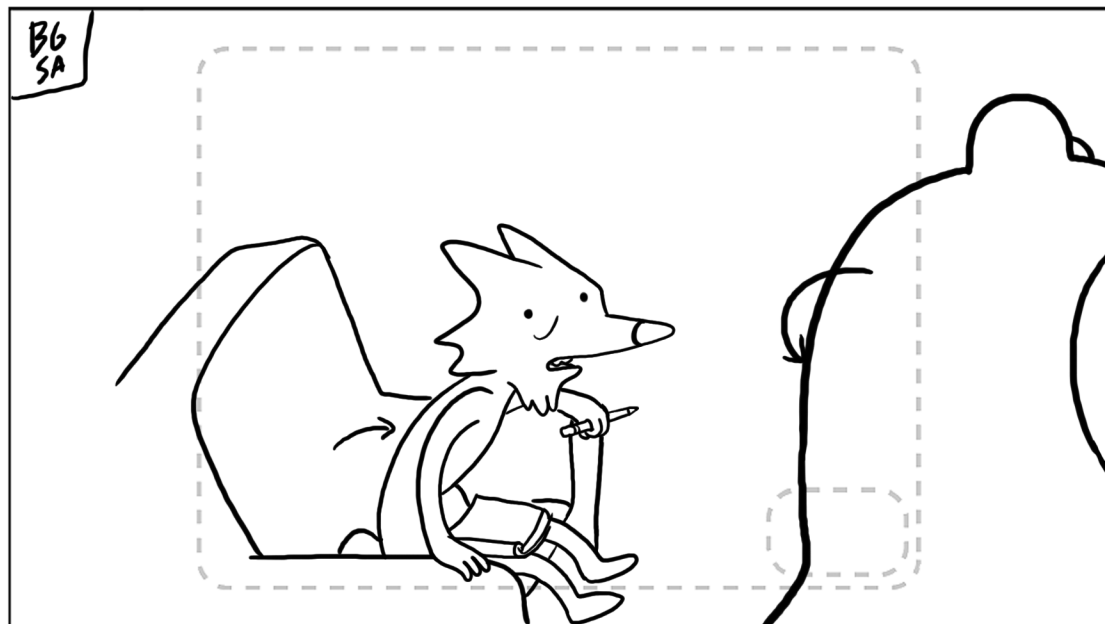
Page 40

Sc. 031

Pnl. B

Bg.

day night

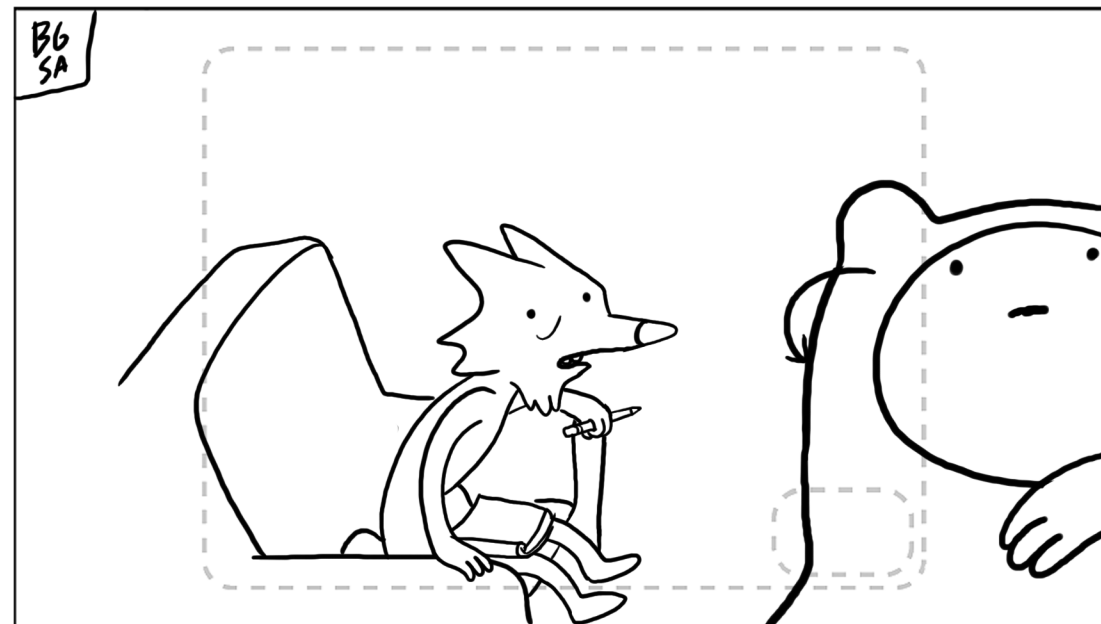


Sc. 031

Pnl. C

Bg.

day night



Dialog:

(AMF) / WANT A DRINK OR
SOMETHING... →

(F) / LIKE A GLASS OF WATER... OR...

Action:

- AMF SCOOTS FORWARDS,
ABOUT TO HOP OFF
- F ROTATING...

- F ROTATING...

Timing:

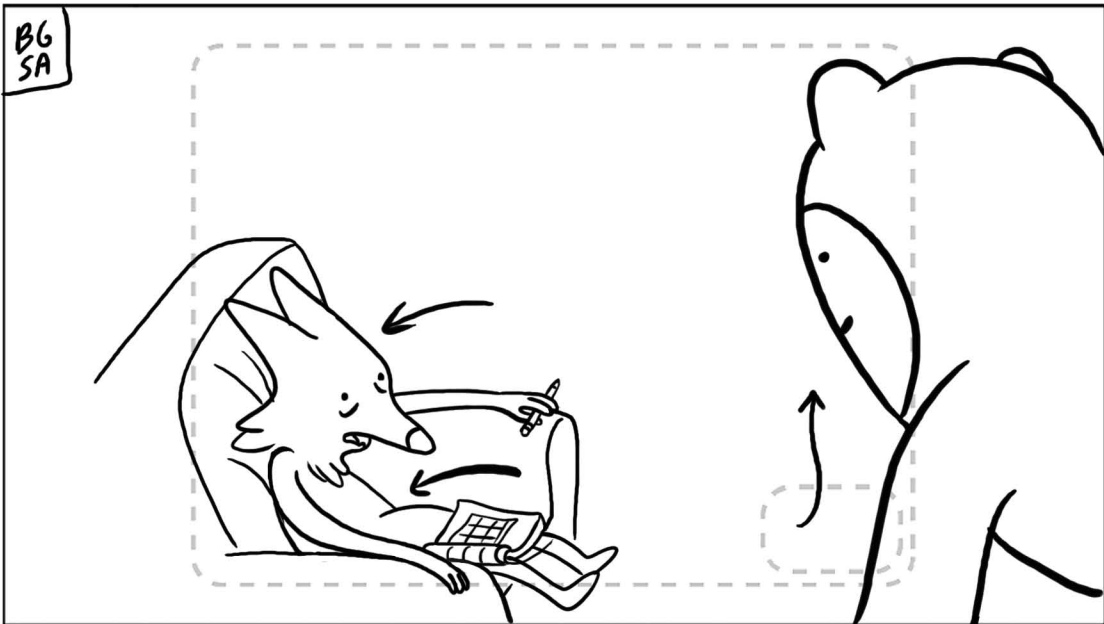
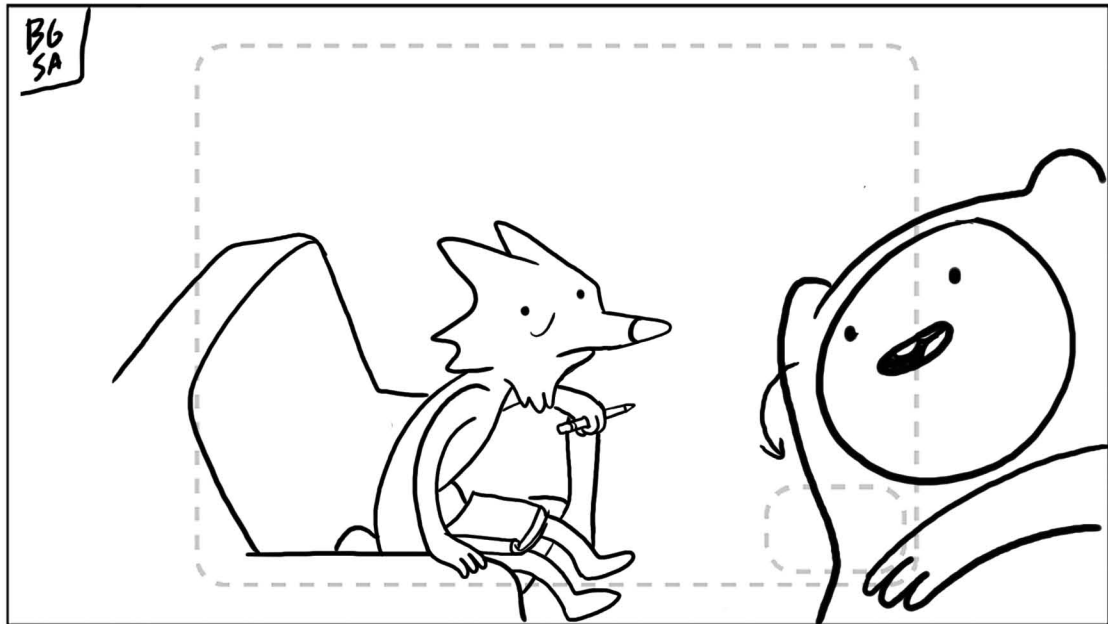
EPISODE # 1025-180

Production :

ADVENTURE TIME



Sc. 031 Pnl. D Bg. day night Sc. 031 Pnl. E Bg. day night



Dialog:	
(F) / I'M GOOD!	(AMF) / OH THANK GLOB
Action:	
- F ROTATING...	-AMF SLUMPS BACK W/RELIEF - F STARTS FLOATING UPWARDS
Timing:	

Production : 1025-180 EPISODE #

ADVENTURE TIME



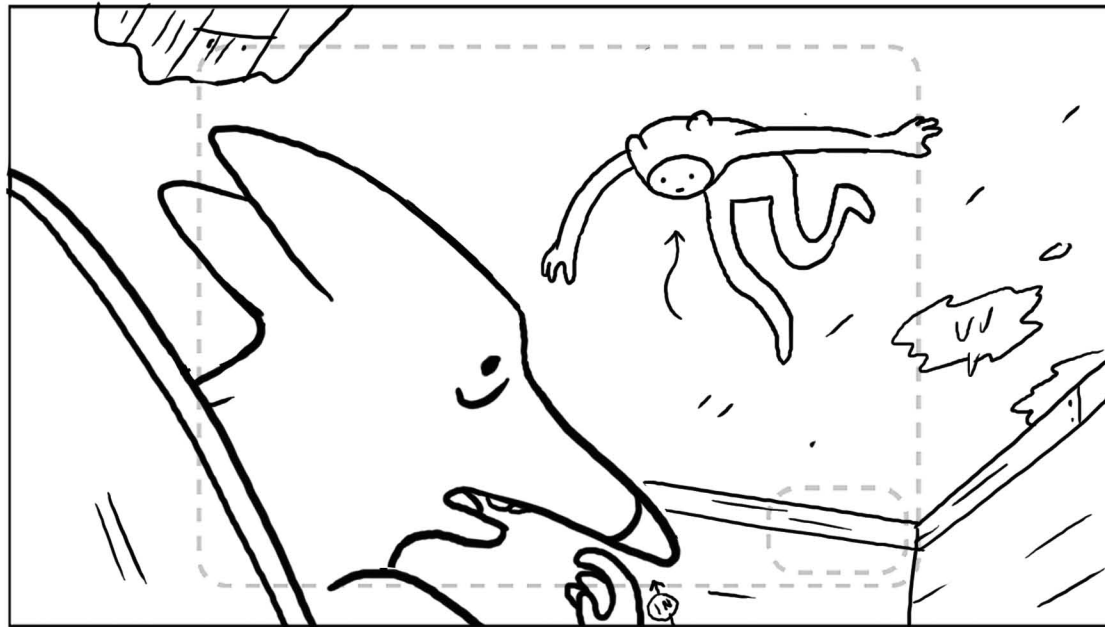
Page 42

Sc. 032

Pnl. A

Bg.

day night

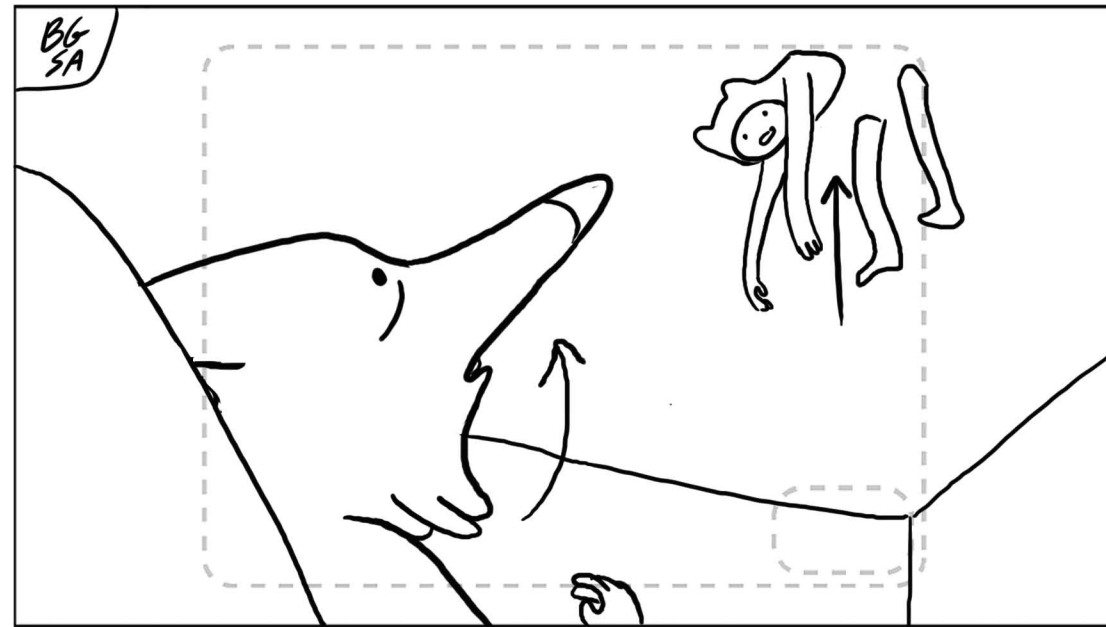


Sc. 032

Pnl. B

Bg.

day night



Dialog:

AMF / I THINK I ONLY
HAVE WATER

F / [QUICKLY] WHOOP, HERE I GO BYE!

Action:

F DRIFTING UP

- FINN YANKED UP
- FINN GOING THRU CEILING

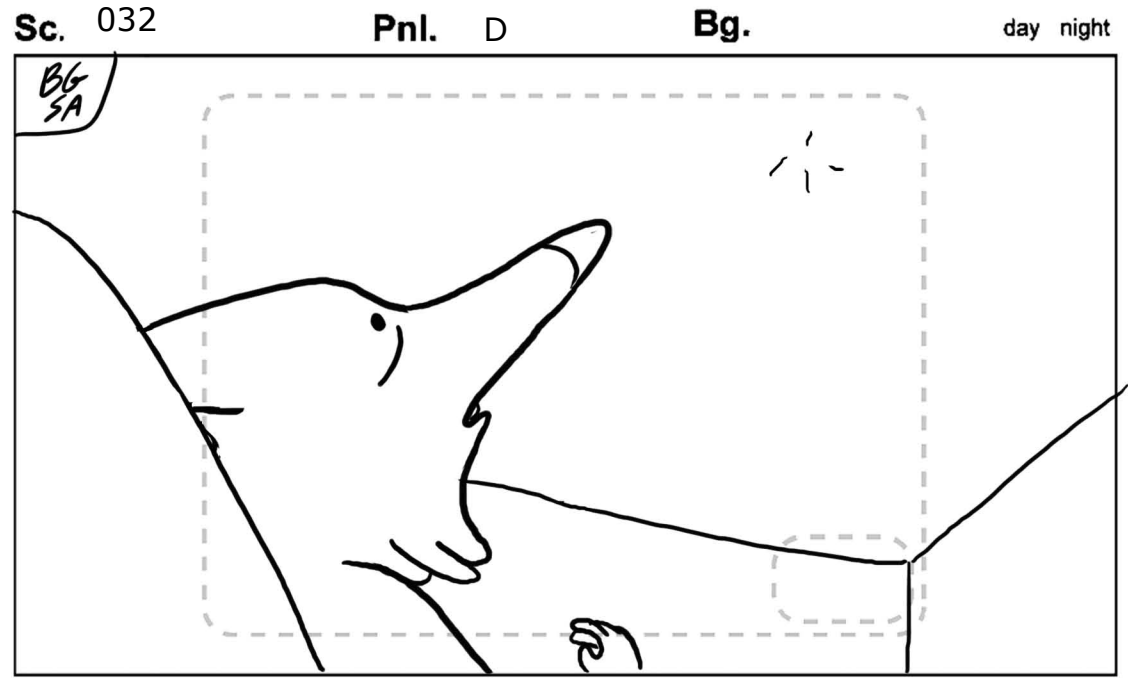
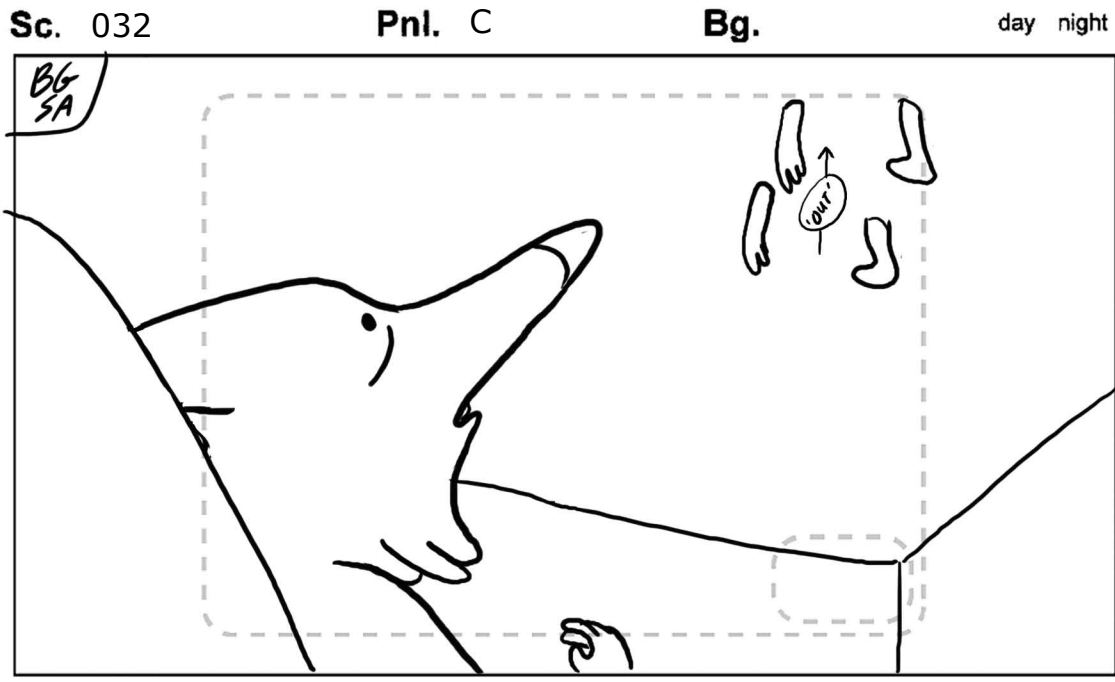
Timing:

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action: <i>F MOVING UP THRU CEILING</i> <i>F GONE</i>
Timing:

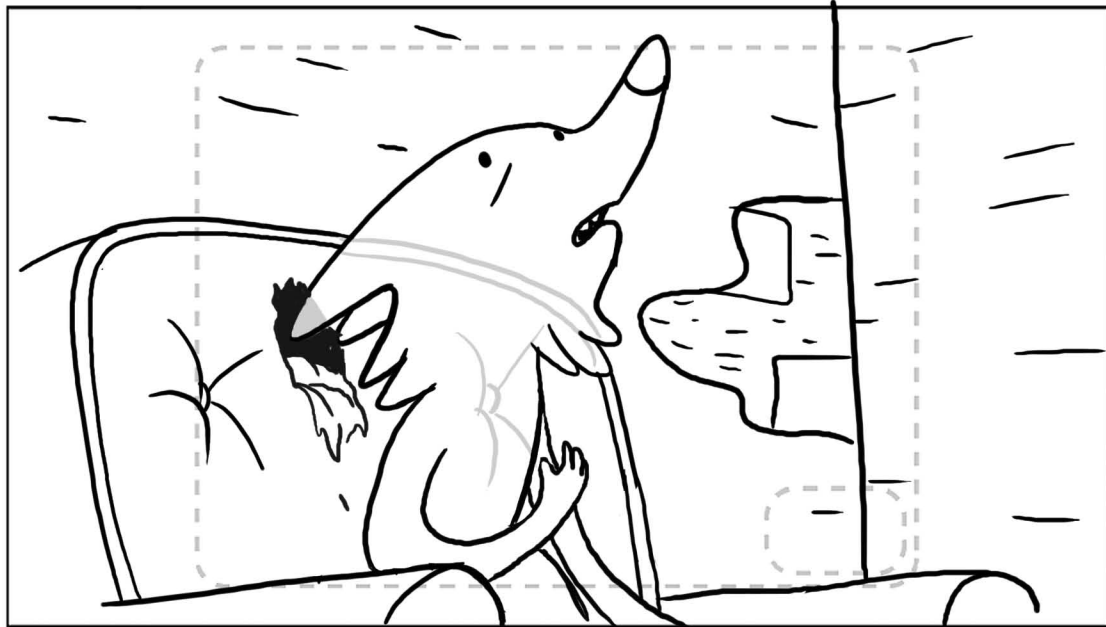
EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

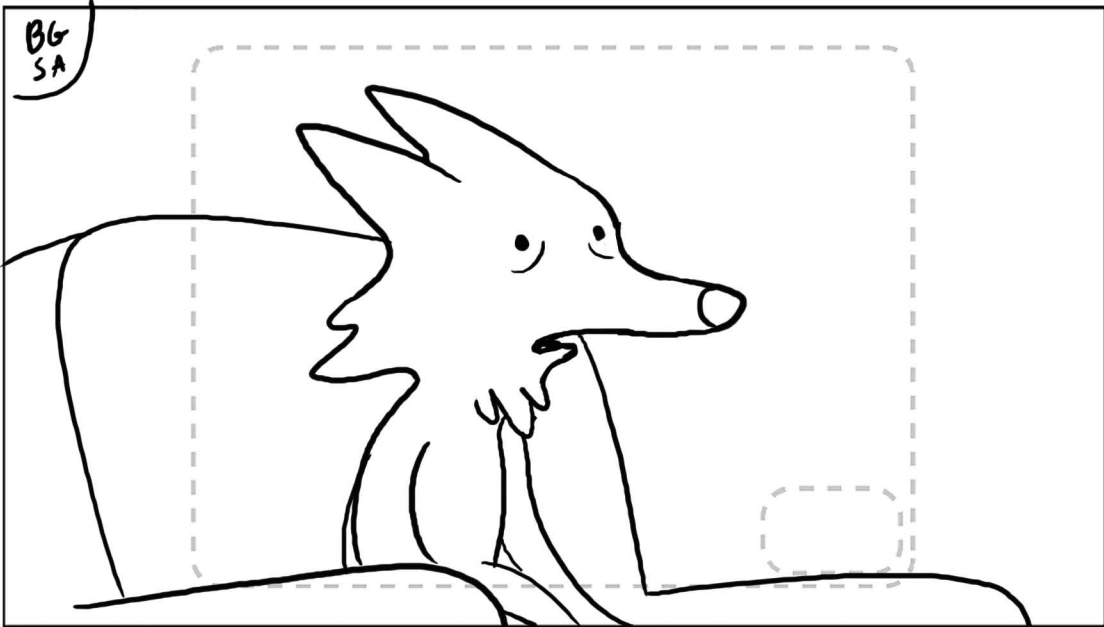
ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 33 Pnl. B Bg. day night



Dialog:
Action:
Timing:

AMF / THAT WAS SORT OF RUDE

ADVENTURE TIME



Page 45

Sc. 33

Pnl. C

Bg.

day night

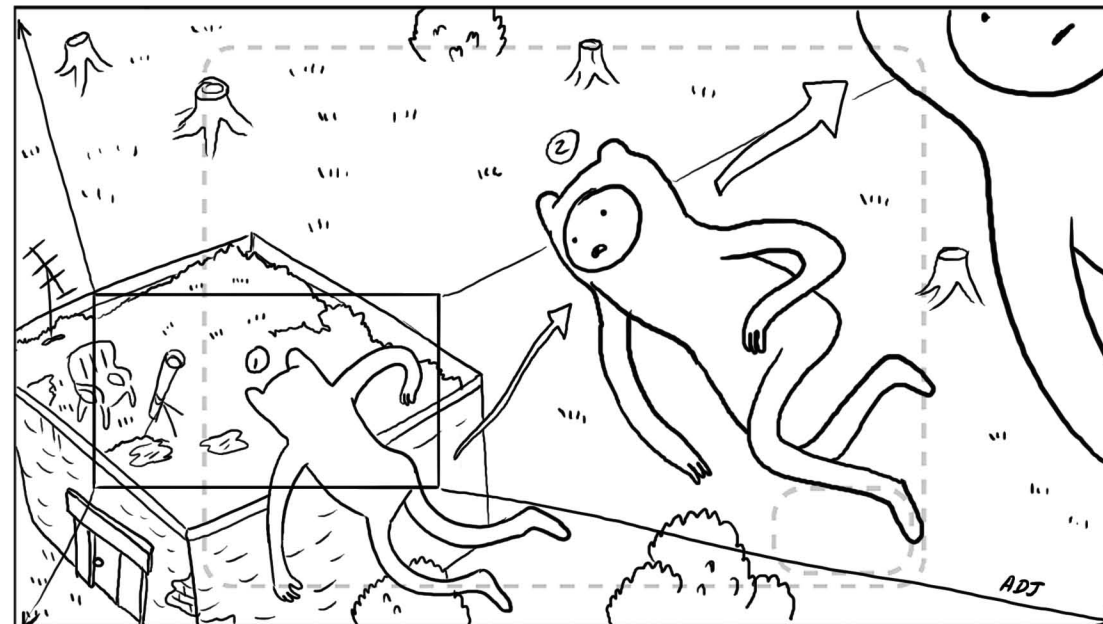


Sc. 34

Pnl. A

Bg.

day night



Dialog:

<BEAT.>
(AMF) / I HOPE HE COMES BACK

(E) / ① THAT GUY SEEMED LONELY
② NOT A LOT OF OTHER FOXES
OUT AT THIS HOUR

Action:

LIFTS UP / TURNS TO BOOK + PENCIL

TRUCK - OUT

Timing:

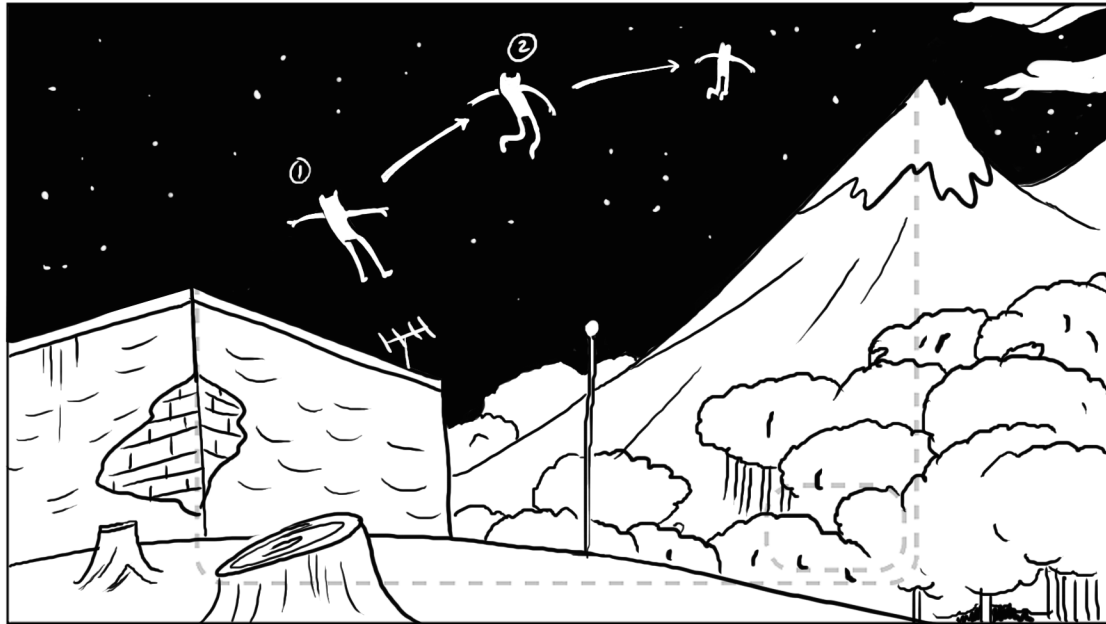
EPISODE # 1025-180

Production :

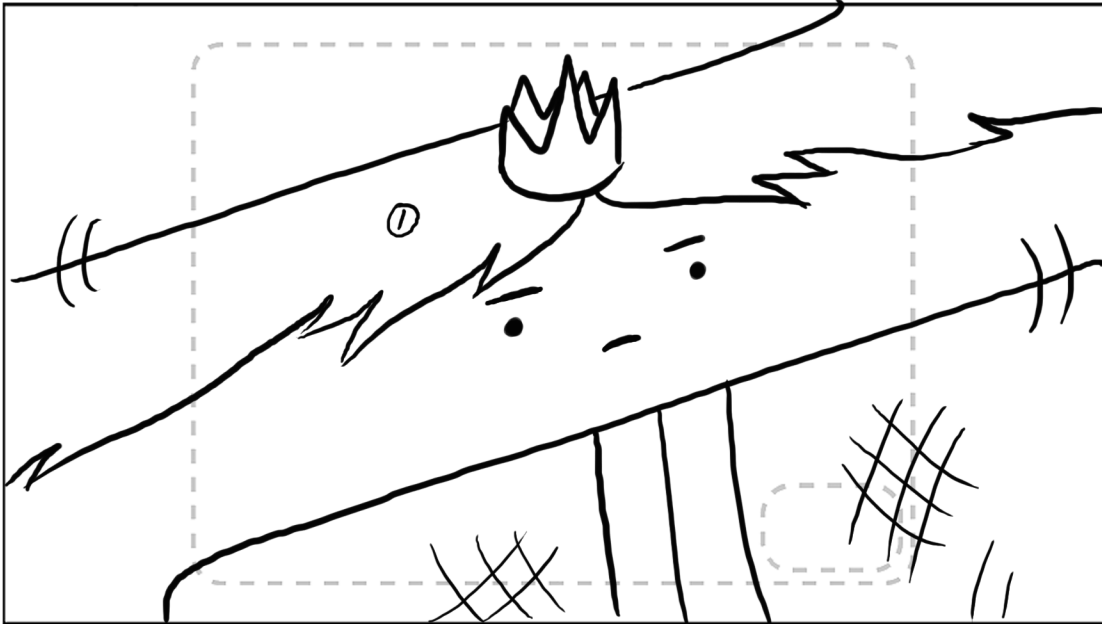
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night

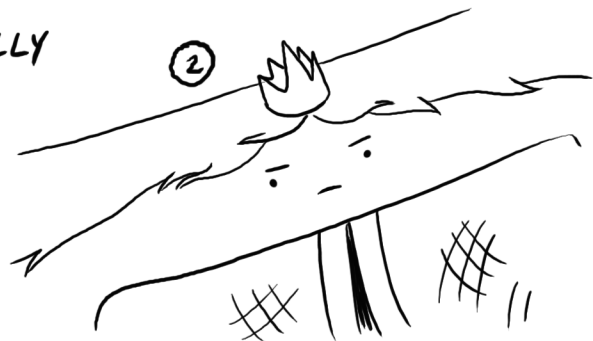


Dialog:
(F) ① I GUESS YOU GET A LOT
OF WORK DONE?
② STILL KIND OF A BUMMER

SFX/CHILDREN LAUGHING,
PLASTIC RUBBING

Action: BHP ROCKING IRRATICALLY

Timing:



1025-180

EPISODE #

Production :

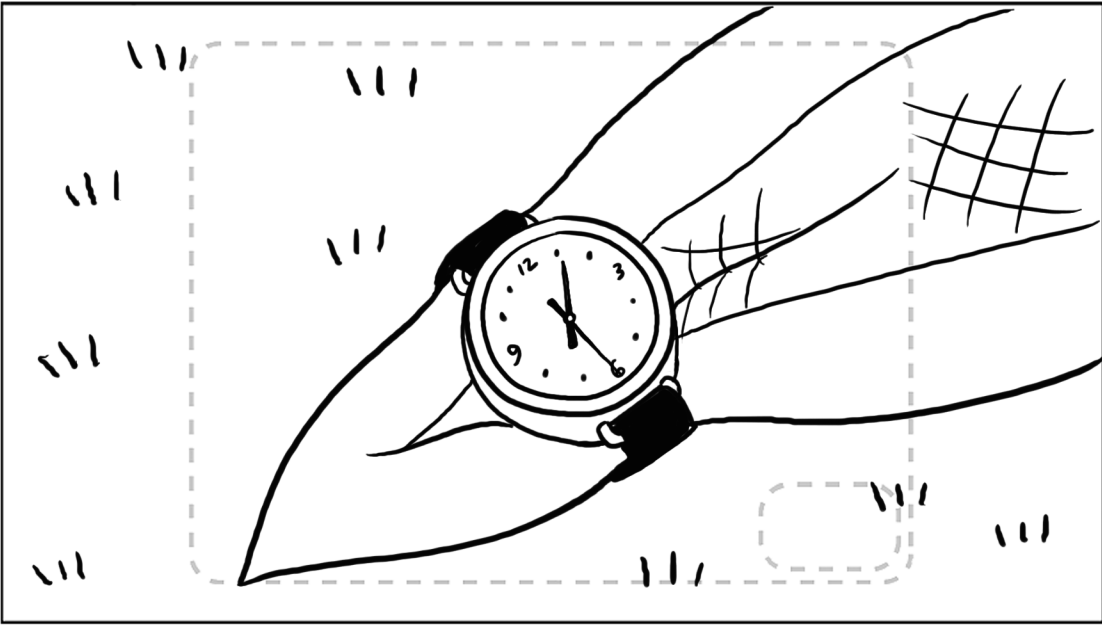
ADVENTURE TIME



Sc. 36 Pnl. B Bg. day night



Sc. 37 Pnl. A Bg. day night



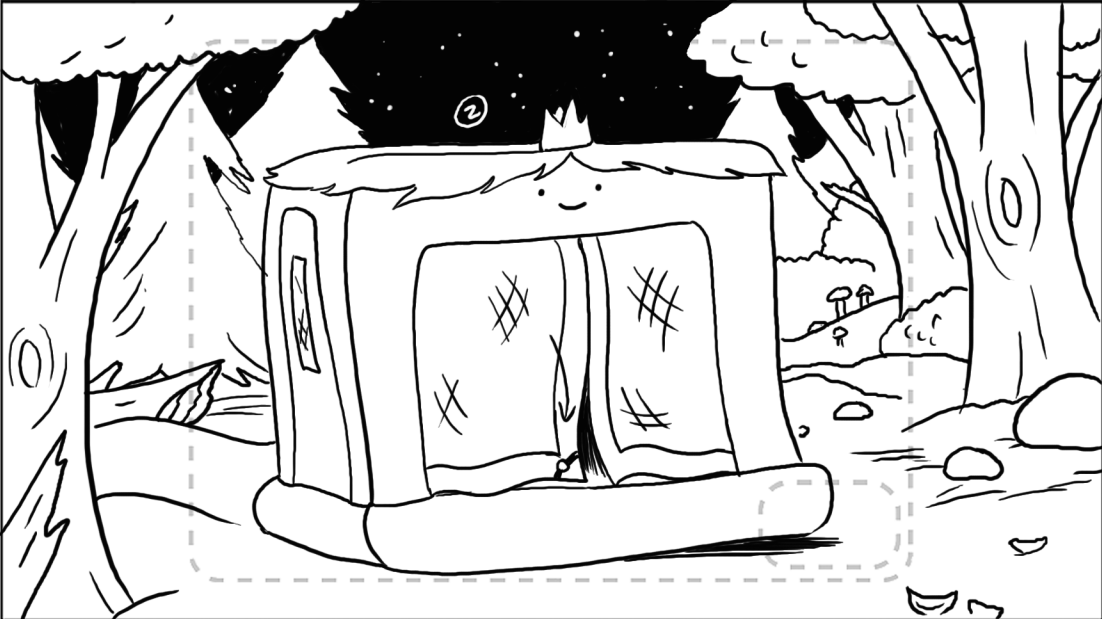
Dialog:	SFX: KIDS LAUGHING —————→ (BHP) / QUITTIN' TIME!
Action:	BHP LOOKS AT WATCH
Timing:	

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

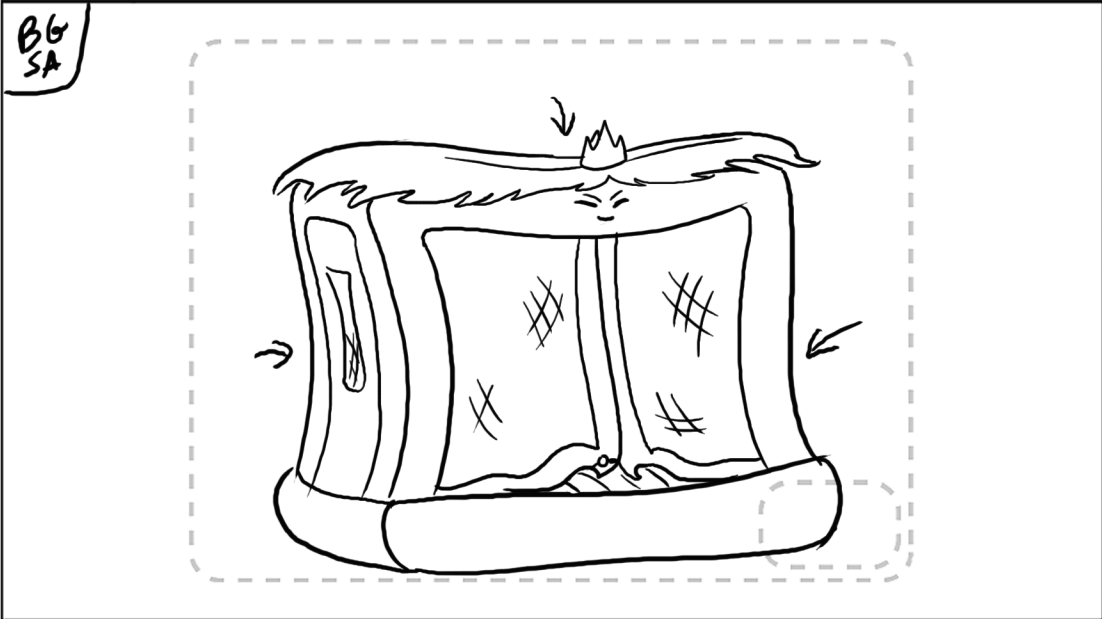
ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night

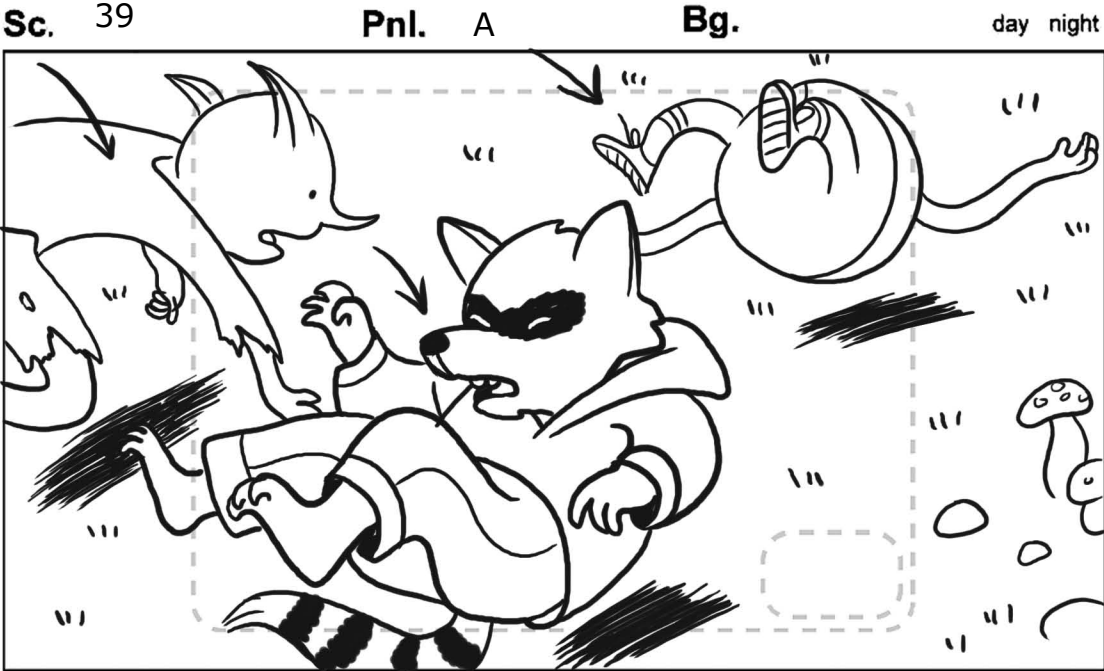
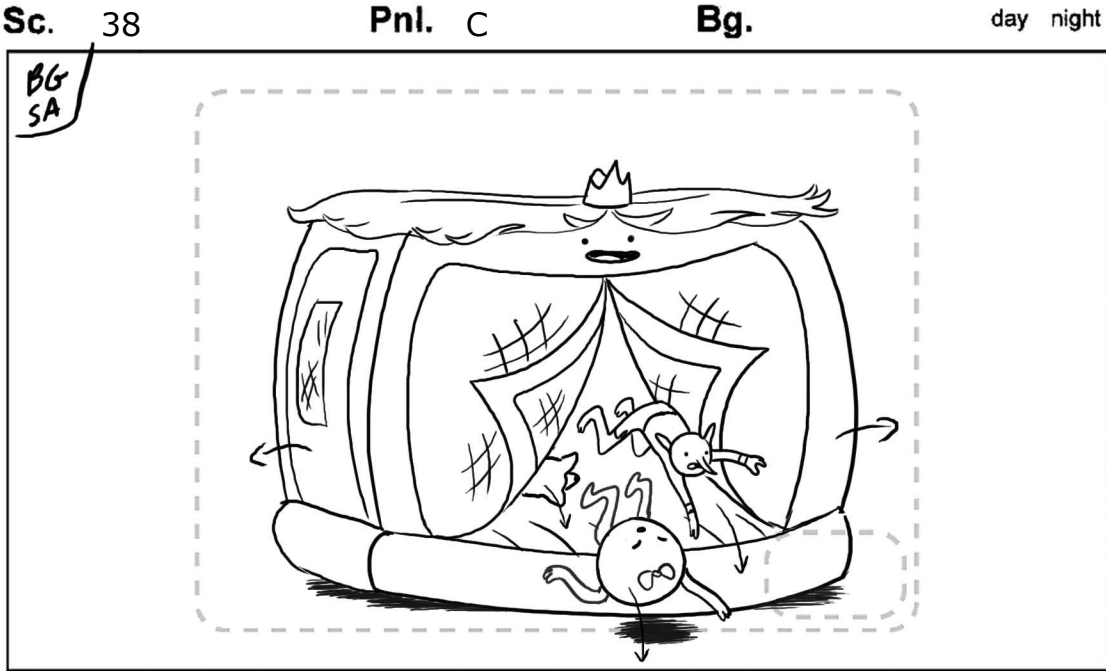


Sc. 38 Pnl. B Bg. day night



Dialog:	SFX/KIDS LAUGHING	
Action:	-BHP ROCKING -ARM GOES DOWN	
Timing:		
	(BHP) / (GRUNT)	
	BHP SUCKS IN SIDES	

ADVENTURE TIME



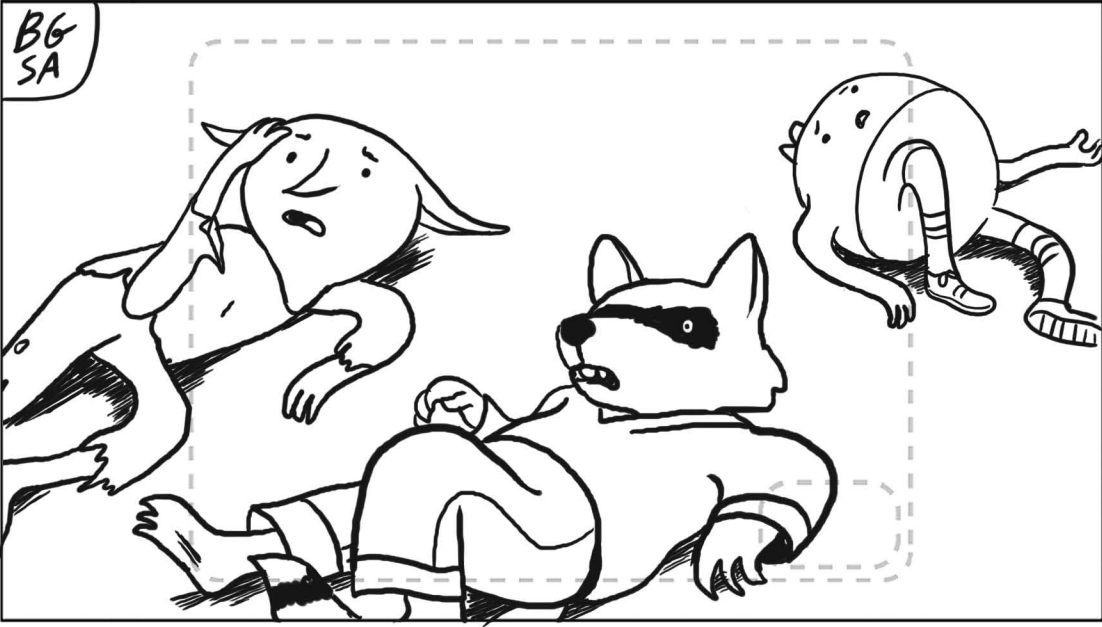
Dialog:	(KIDS) / AAGH! HEY! (ETC.)	
Action:	FLAPS FLY OPEN, KIDS THROWN OUT	KIDS FLY OUT
Timing:		

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

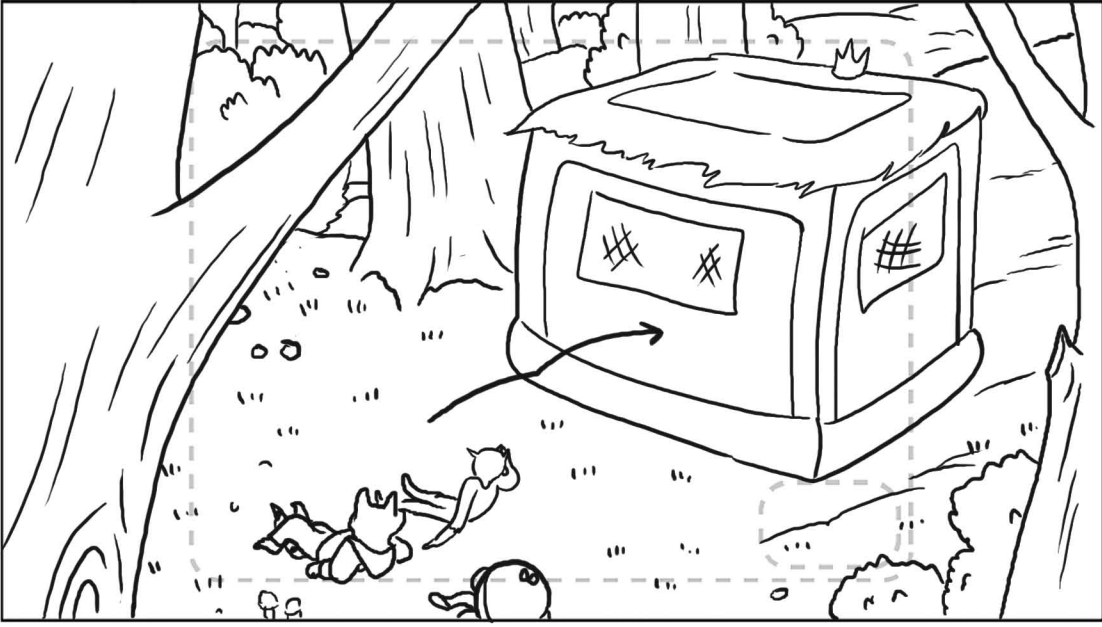
ADVENTURE TIME



Sc. 39 Pnl. B Bg. day night



Sc. 40 Pnl. A Bg. day night



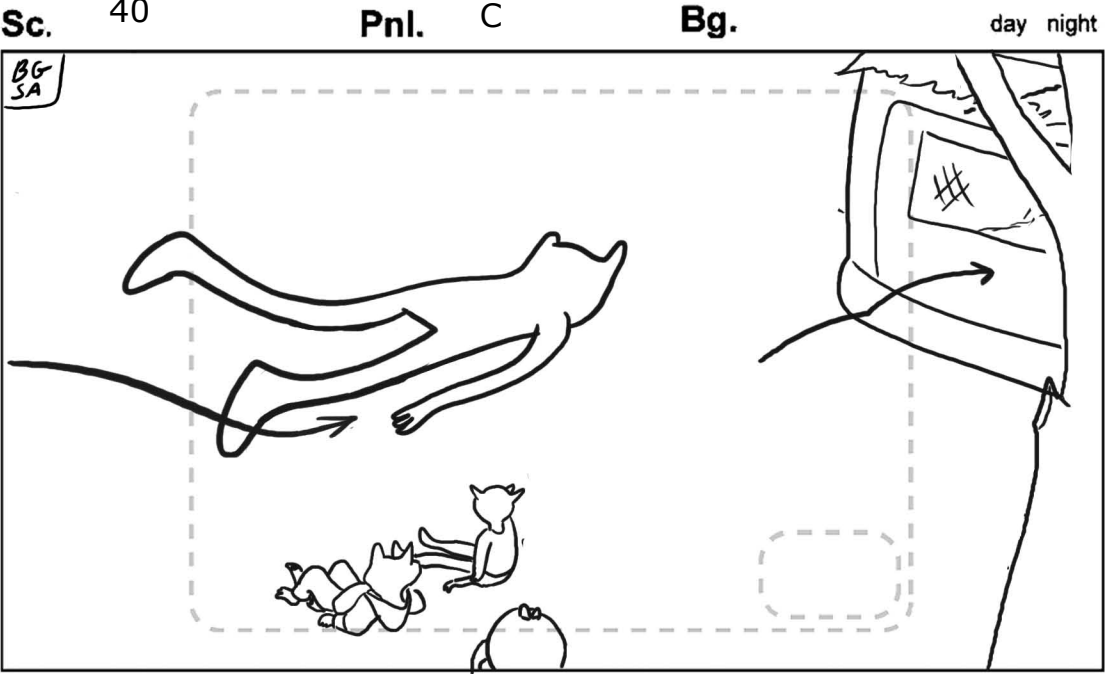
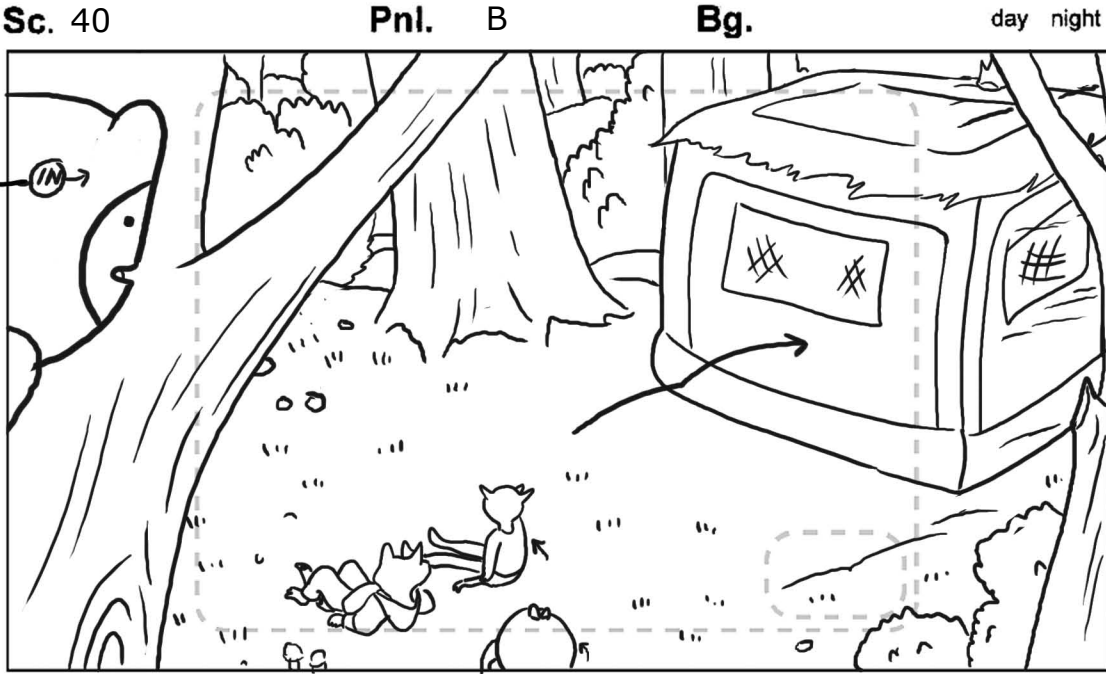
Dialog:
(KIDS) / (MOANING)
(O.S.) (BHP) / YOU DON'T HAVE TO GO HOME
BUT YOU CAN'T STAY HERE

Action:
KIDS ON GROUND
- BHP SCOOTING AWAY
- KIDS WATCH HER GO

Timing:

EPISODE # 1025-180
Production :

ADVENTURE TIME

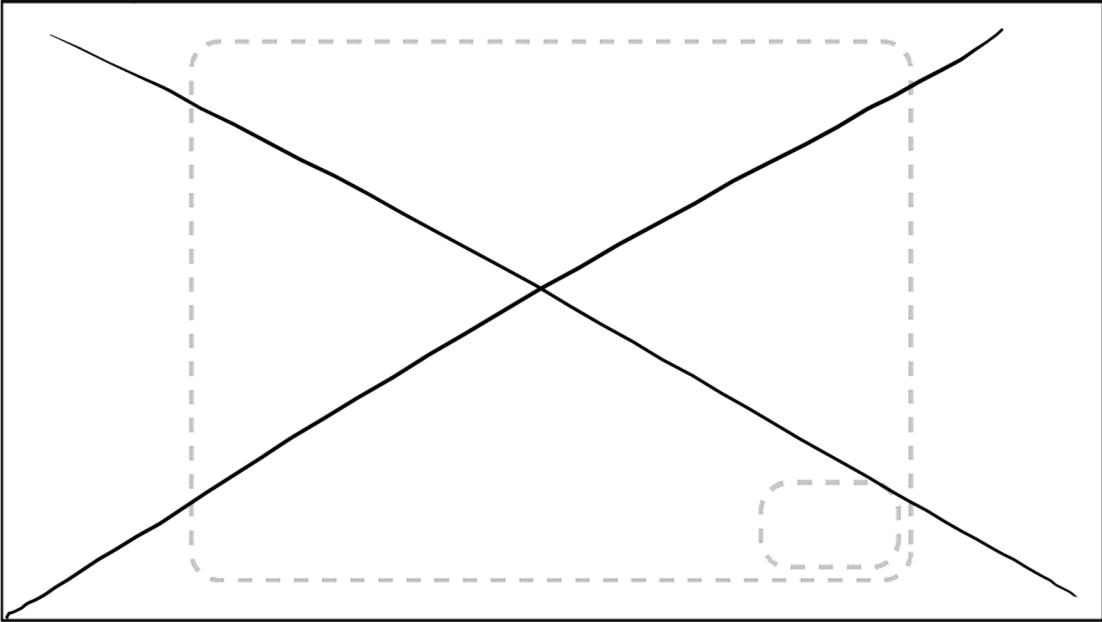
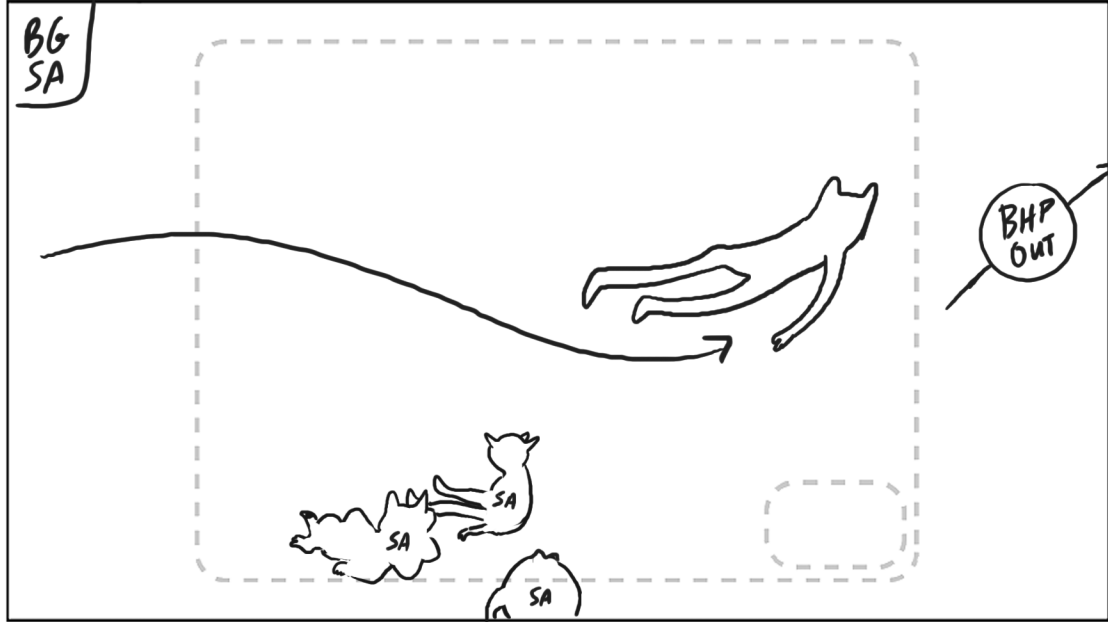


Dialog:	<p>ⓕ/ BOUNCE HOUSE PRINCESS!</p> <p>ⓑⓗⓅ (SING-SONGY) ♪ OH, AND PHONE A PARENT OR LEGAL GUARDIAN ♪</p>
Action:	<p>- F ENTERS - KIDS SIT UP A BIT</p> <p>F FOLLOWS BHP</p>
Timing:	

ADVENTURE TIME



Sc. 40 Pnl. D Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



START

PAN

STOP

41

Pnl A



Dialog:

(BHP) / (HUMMING HAPPILY) ♪ ♪

Action:

- BHP SCOOTING THRU FOREST
- F FOLLOWING, FLIES OUT OF FRAME @ BOTTOM, RE-EMERGES AT RIGHT

Timing:

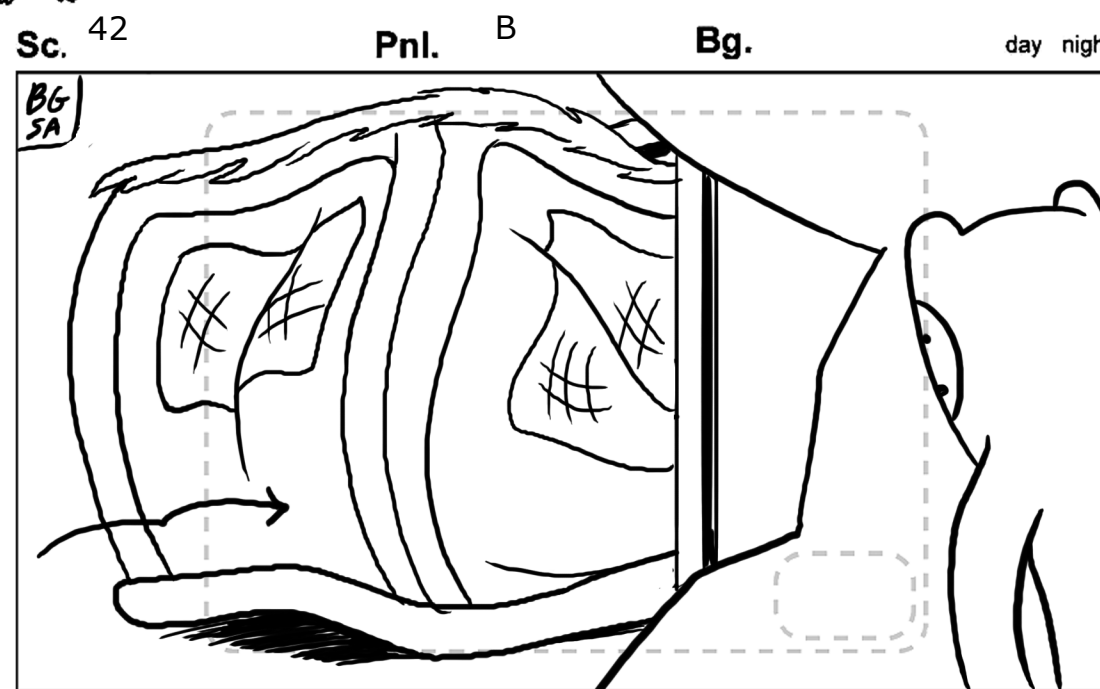
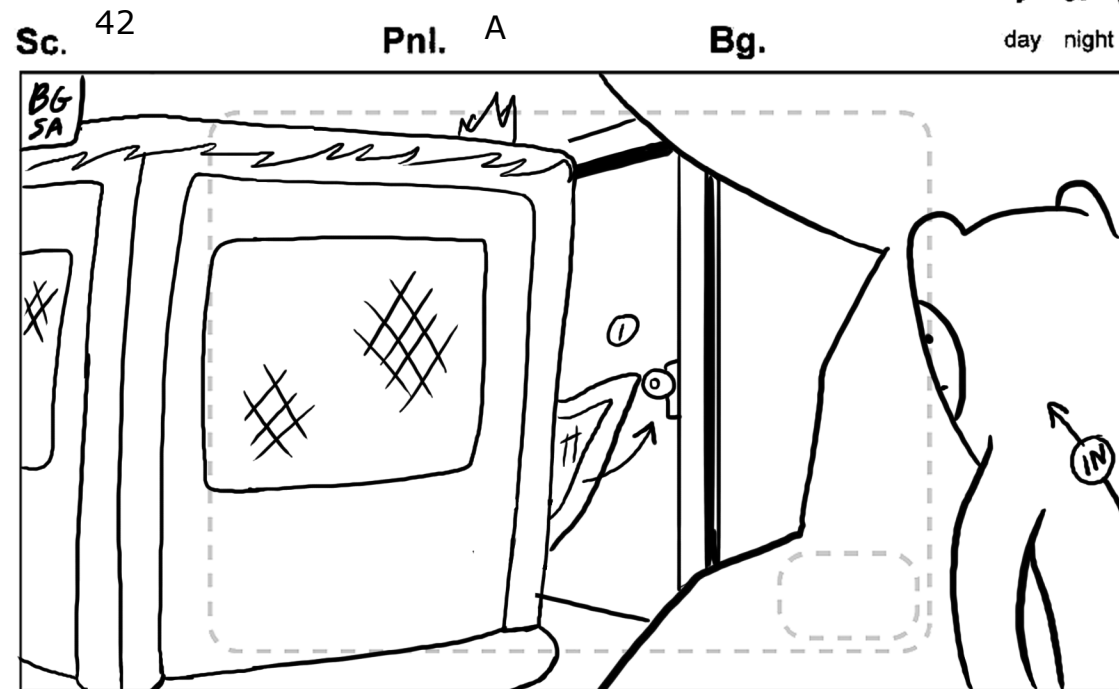
EPISODE # 1025-180

Production :

ADVENTURE TIME



Page 55

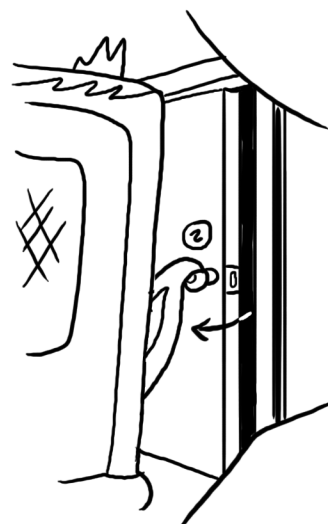


Dialog:

Action:

BHP OPENS DOOR

Timing:



(F) / I DIDN'T KNOW
BHP LIVED IN A CAVE

BHP SQUEEZES THRU DOOR

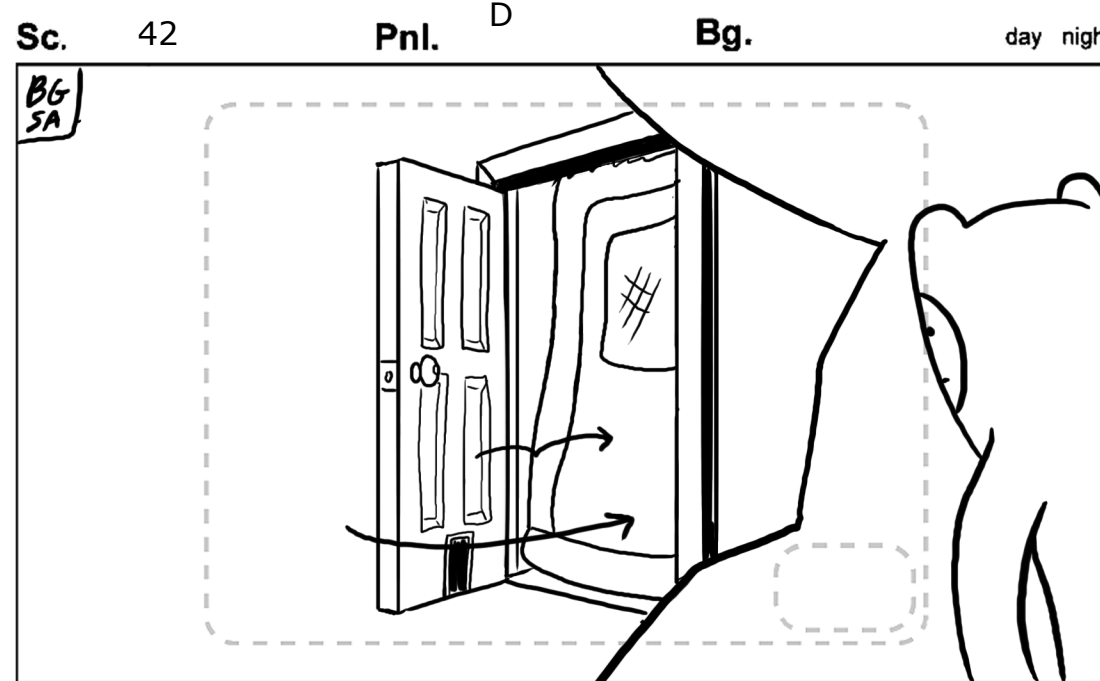
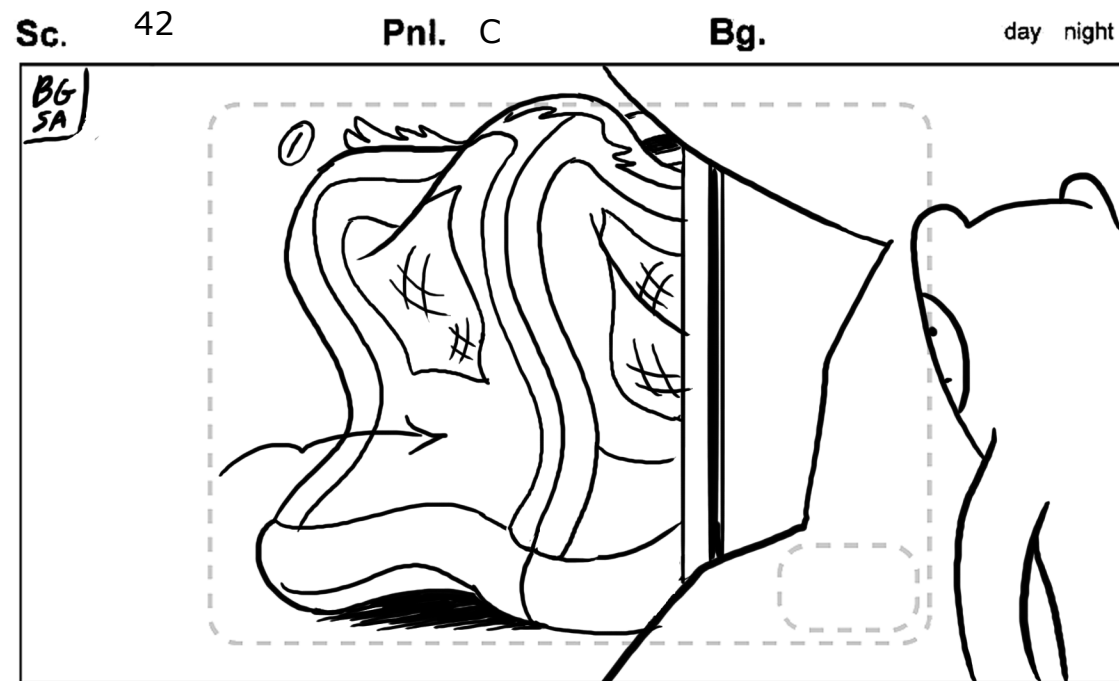
EPISODE # 1025-180

Production :

ADVENTURE TIME



Page 56



Dialog:

Action:

Timing:

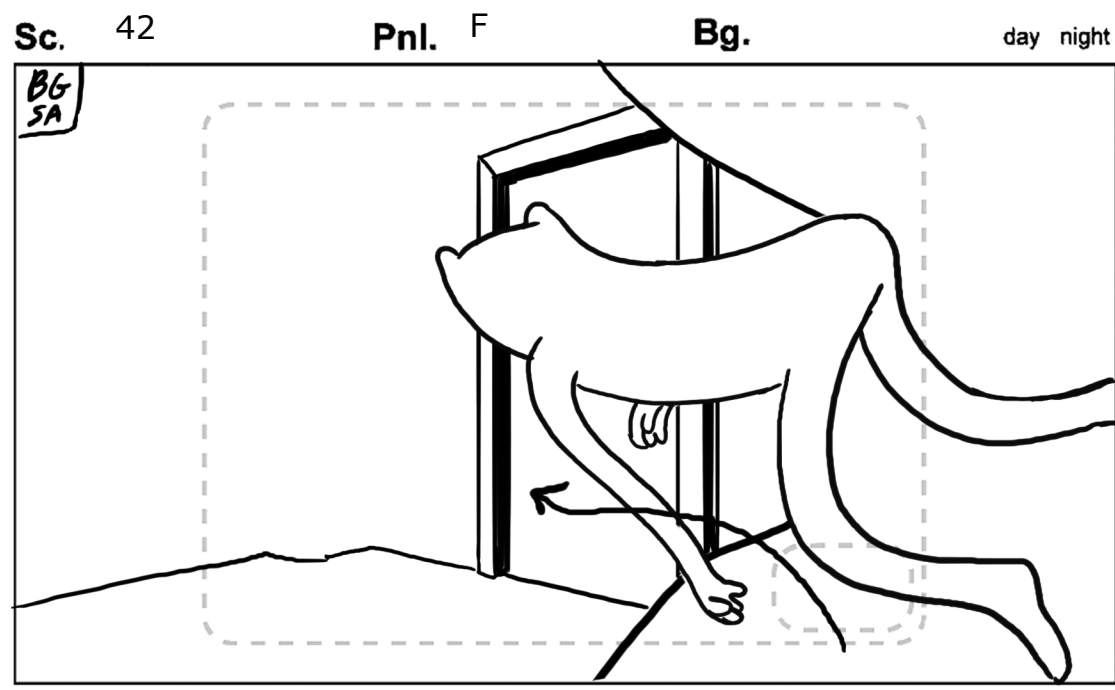
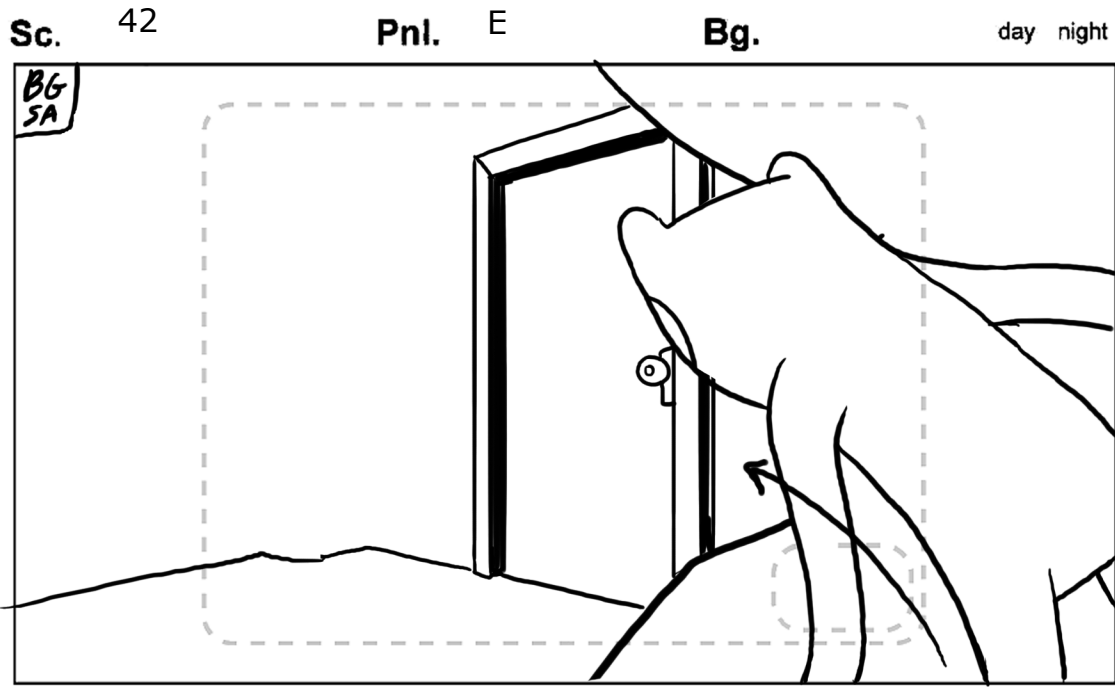


-DOOR SWINGS CLOSED AS
BHP PASSES THRU DOOR
-BHP "POPS" BACK INTO SHAPE

EPISODE # 1025-180

Production :

ADVENTURE TIME



Dialog:

Action: - DOOR CLOSES
- FINN STARTS FLYING IN →

Timing:

EPISODE # 1025-180

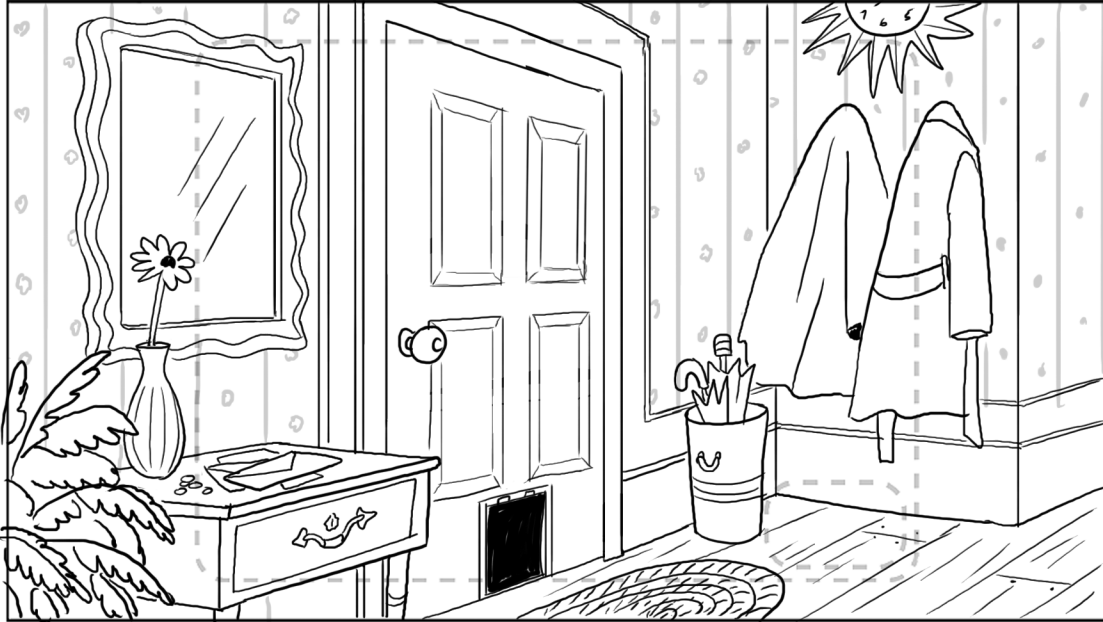
Production :

ADVENTURE TIME

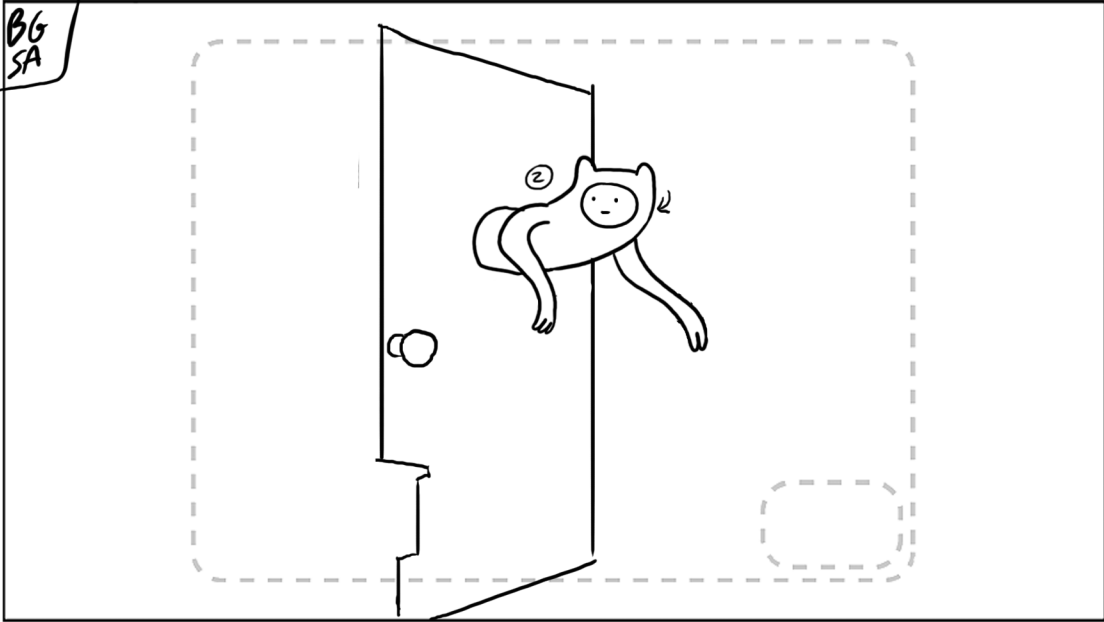


Page 58

Sc. 43 Pnl. A Bg. day night



Sc. 43 Pnl. B Bg. day night



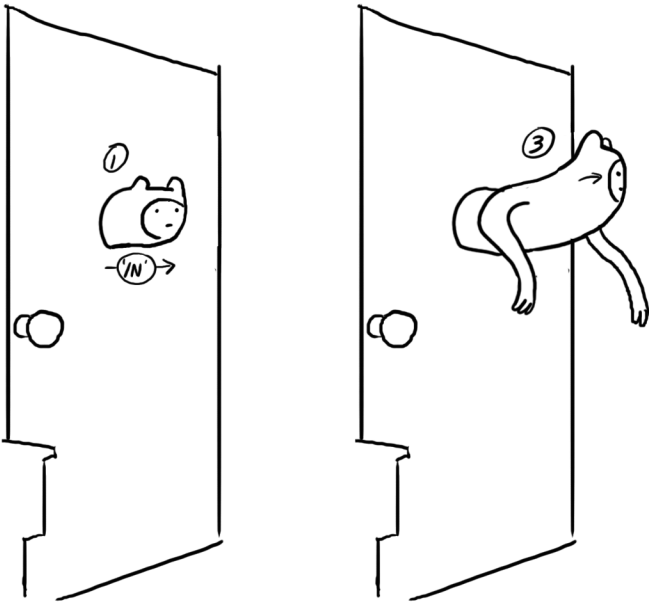
Dialog:

Action:

INT. BHP'S APARTMENT

-FINN POKES
THRU DOOR
-STOPS, LOOKS AROUND

Timing:



EPISODE # 1025-180

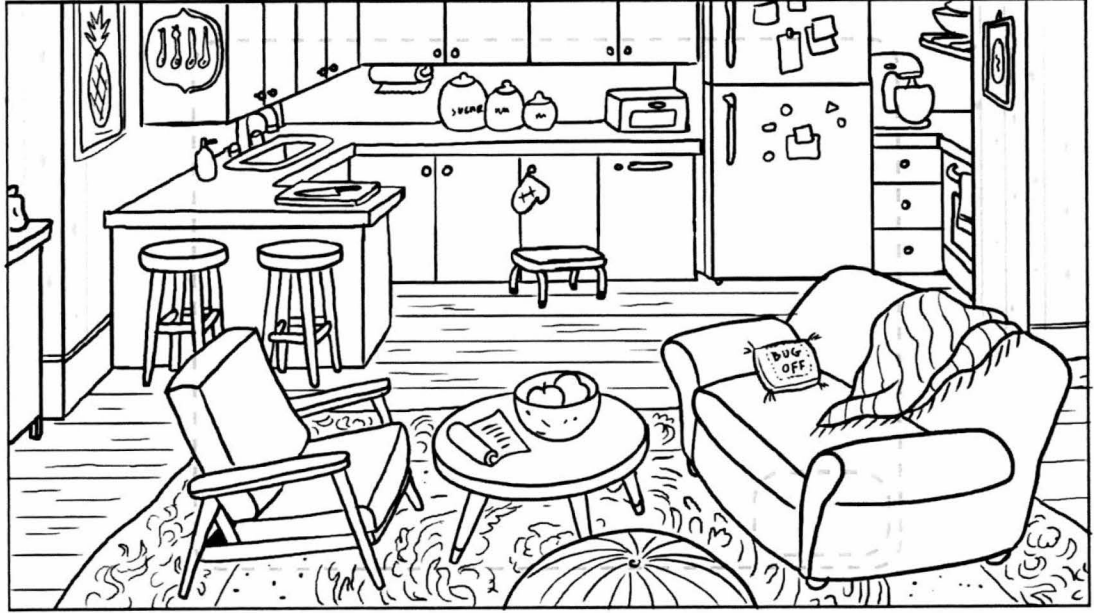
ADVENTURE TIME



Page 59

44

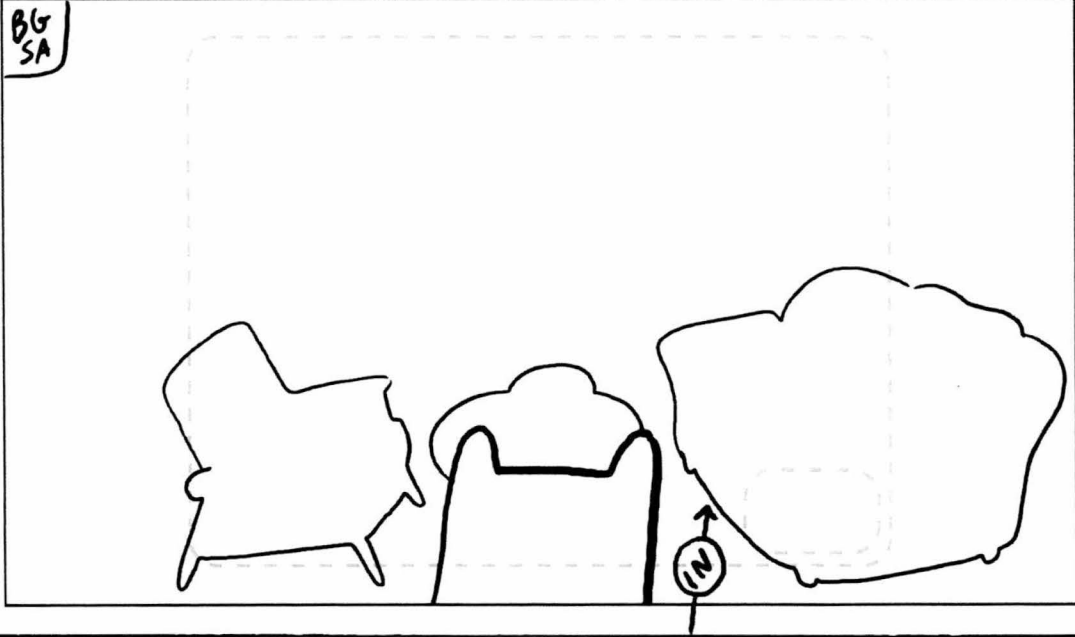
Pnl A



44

cont

Pnl B



Dialog:

Action:

- LIVING ROOM.
(DESIGN NOTE: HOUSE IS A RESPECTABLE, TASTEFUL SINGLE-GIRL APT., MID-CENTURY FURNITURE, UNIFIED COLOR SCHEME, NOT

- F. RISES ON / S

Timing:

UNLIKE MONICA + RACHEL'S APT. IN "FRIENDS")

APR 15 2014

EPISODE # 1025-180

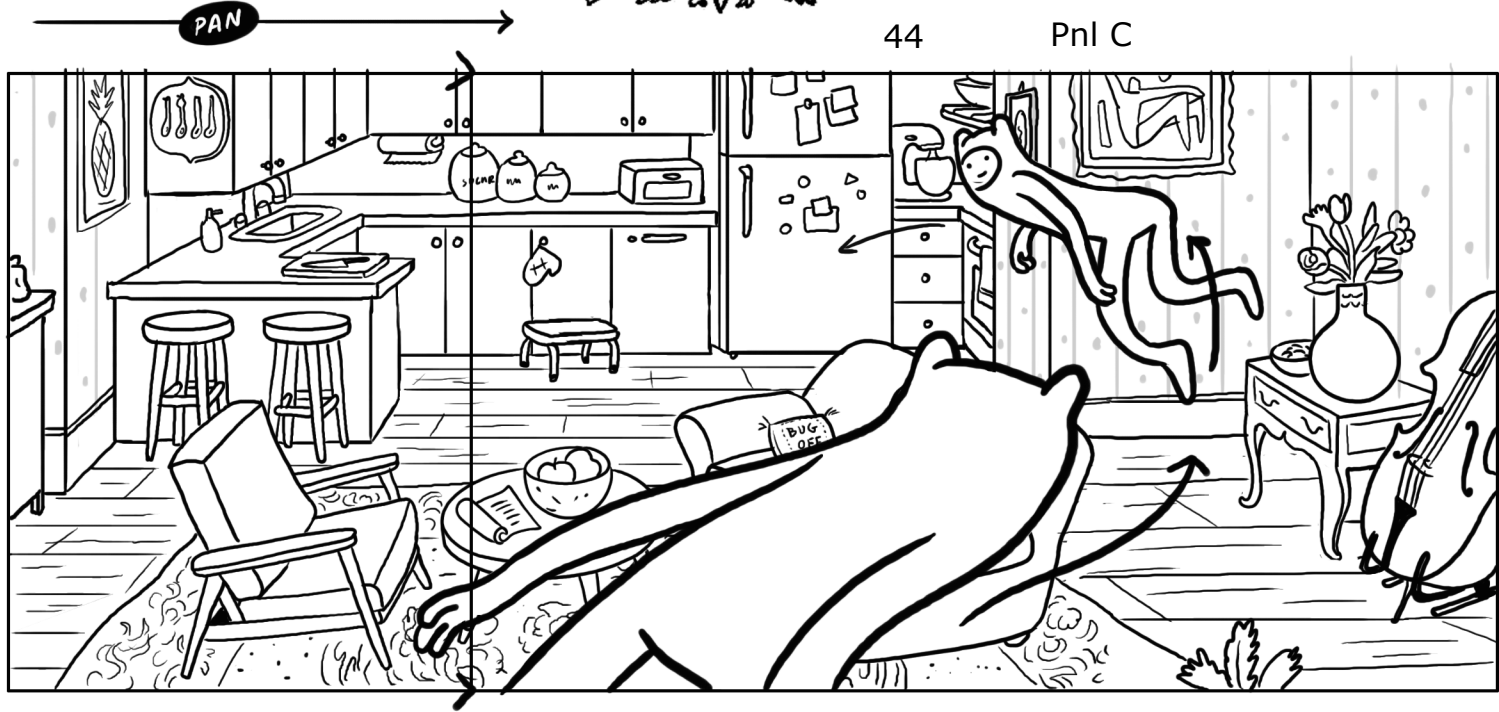
Production :

1025/180

1025/180

1025/180

ADVENTURE TIME



Dialog:	
Action:	<p>- PAN RIGHT SLIGHTLY</p> <p>- FINN FLIES IN → TO RIGHT, THEN LEFT →</p>
Timing:	

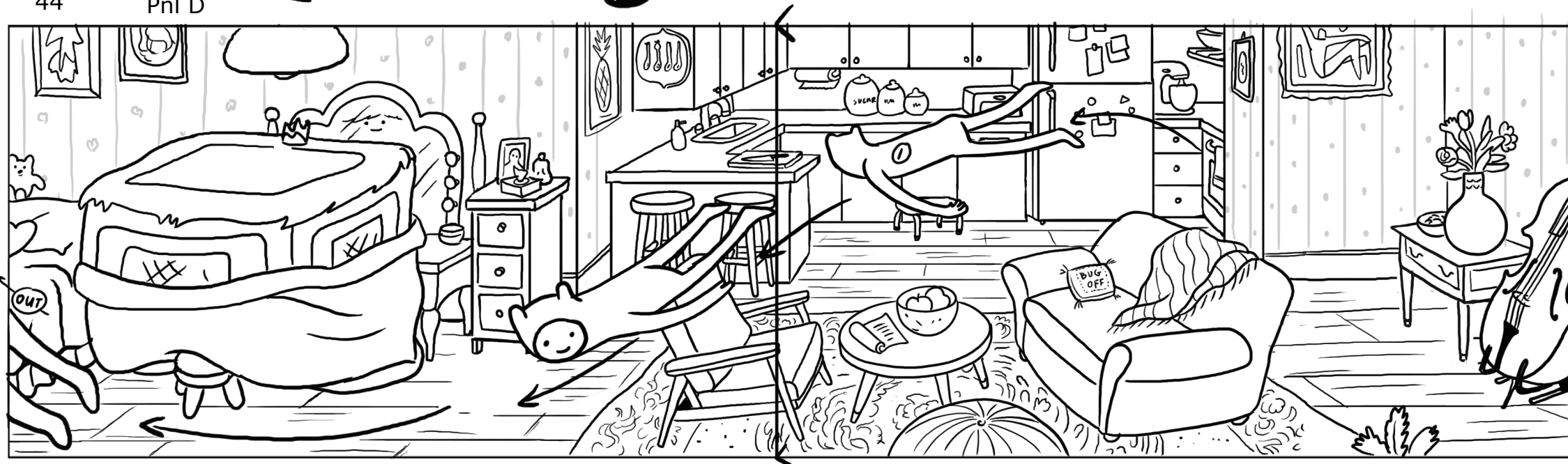
ADVENTURE TIME



44

Pnl D

PAN



Dialog:

(F) / HEY, THIS PLACE IS PRETTY NICE! (D)

Action:

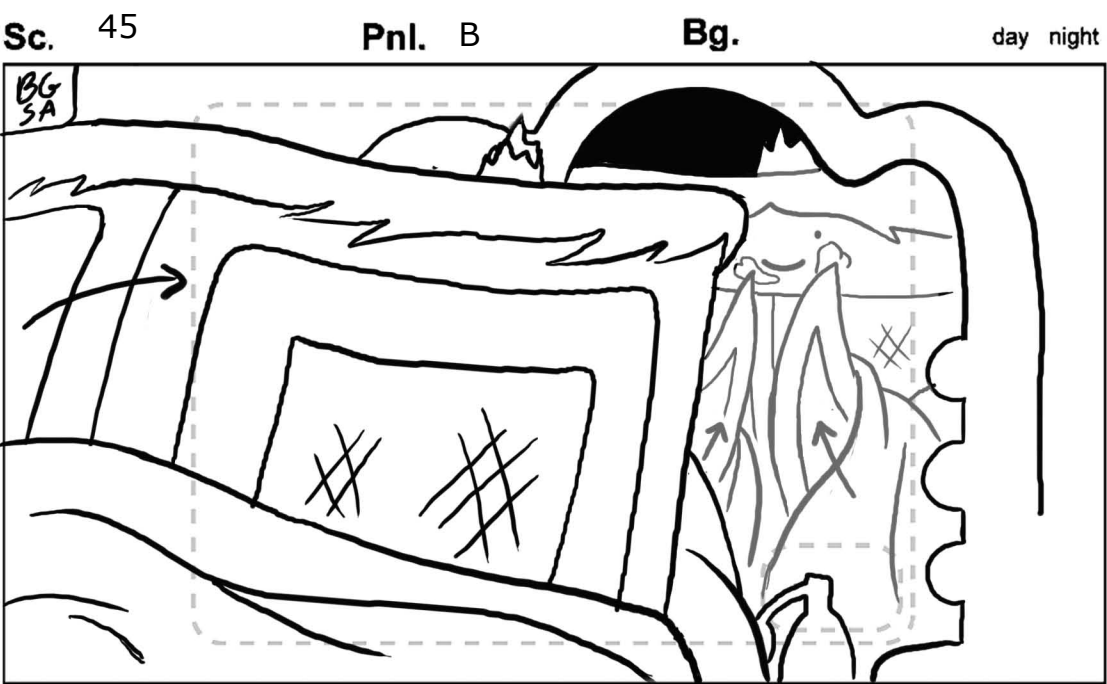
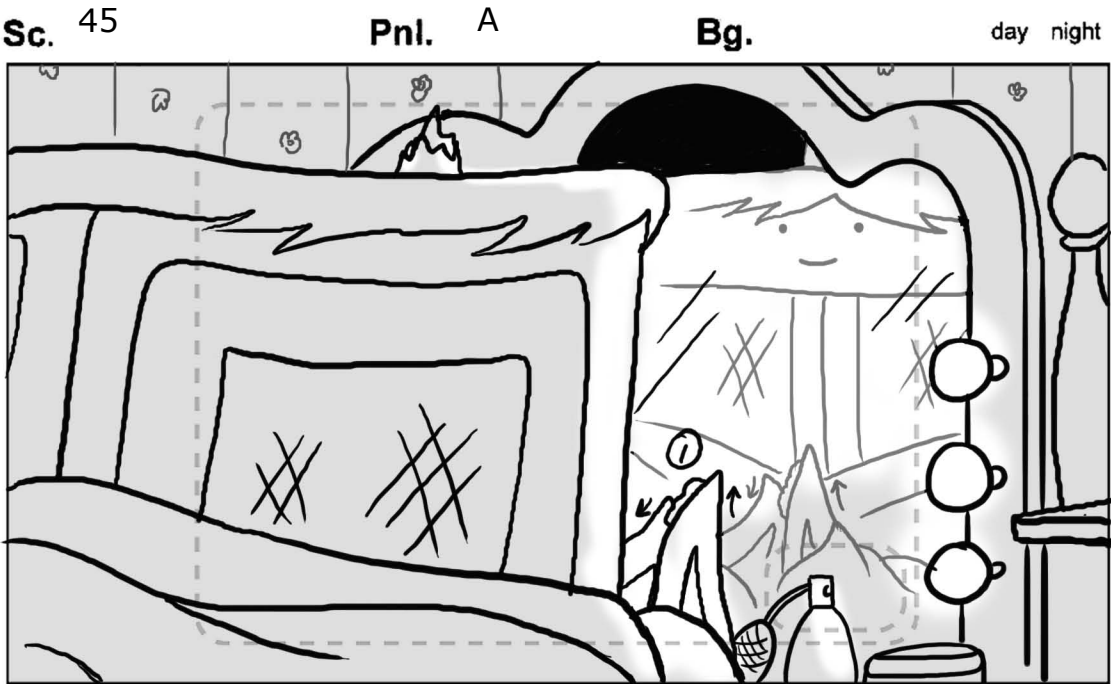
—————> - PAN LEFT
- STOP @ BHP SITTING AT VANITY (IN ROBE)
- FINN FLIES LEFT OUT OF FRAME


Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME





Dialog: **BHP** / (HUMMING) 

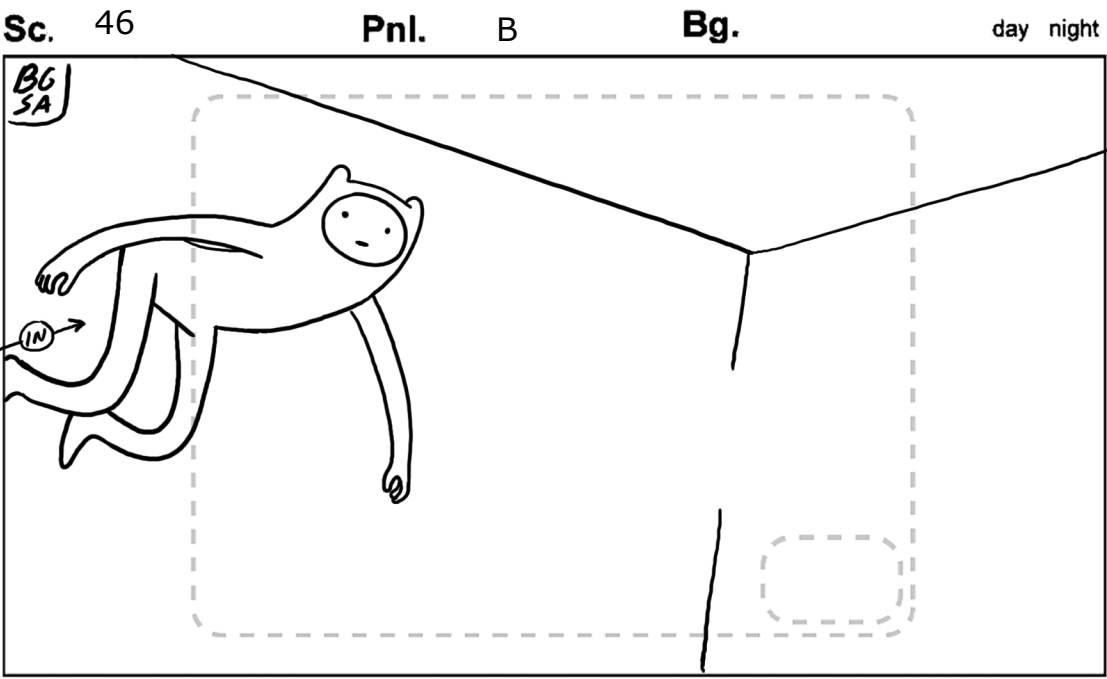
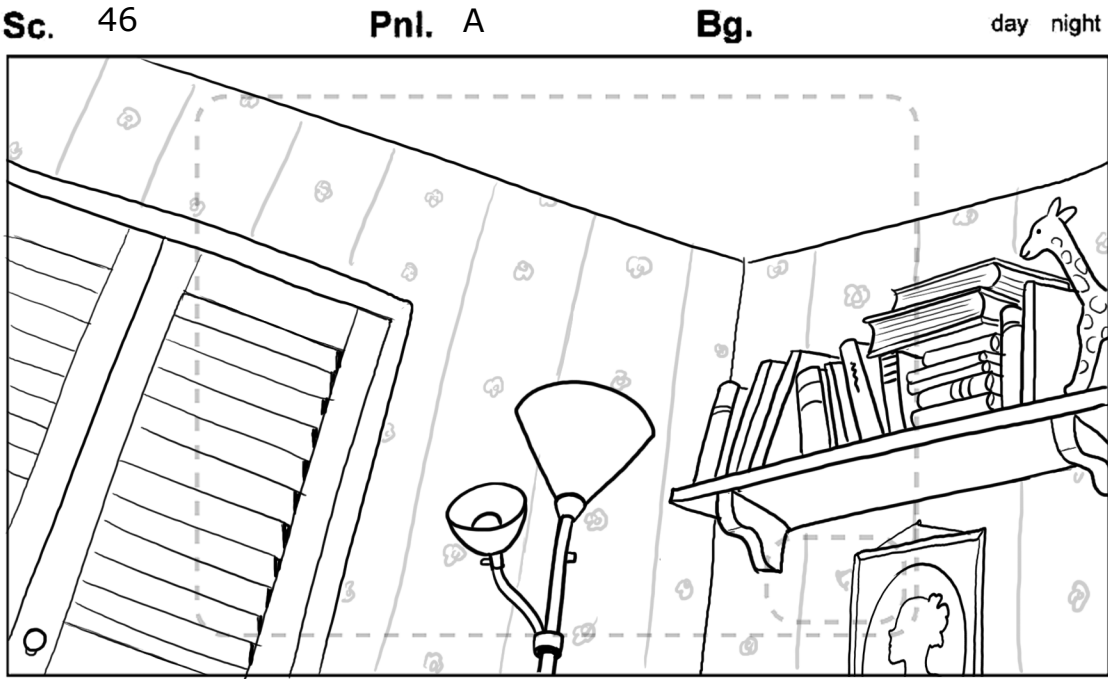
Action: - BHP RUBBING COLD CREAM ON HANDS
- BHP ILLUMINATED BY VANITY LIGHTS

Timing:

BHP LEANS FORWARD, RUBS CREAM ON FACE



ADVENTURE TIME



Dialog:	<p>(BHP) / (HUMMING) →</p>
Action:	<p>FINN FLIES IN</p>
Timing:	

ADVENTURE TIME



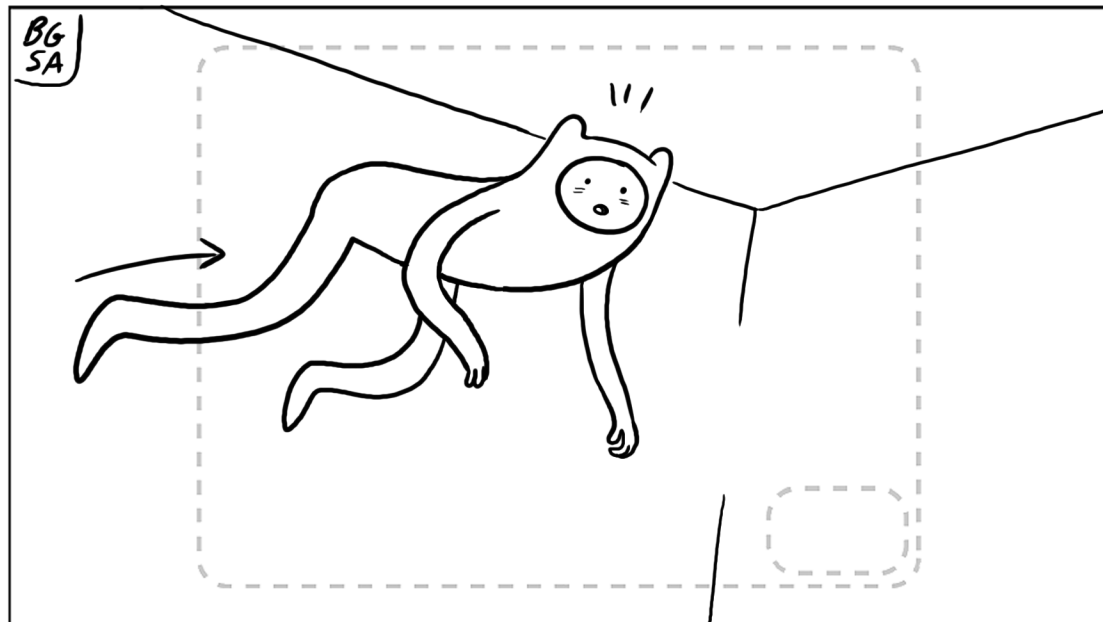
Page 65

Sc. 46

Pnl. C

Bg.

day night

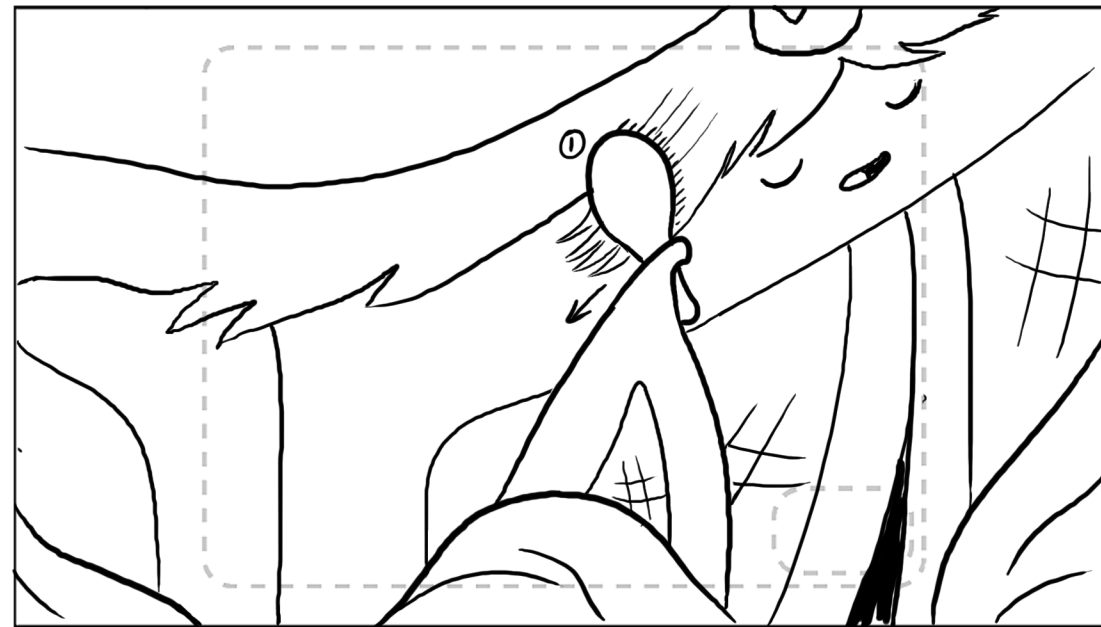


Sc. 47

Pnl. A

Bg.

day night



Dialog:

(BHP) / (HUMMING)

(BHP) / FORTY-SEVEN...
FORTY-EIGHT...

Action:

F BLUSHES / SURPRISED

BHP BRUSHING
HAIR. CYCLE
①②③ WITH
EACH STROKE

Timing:



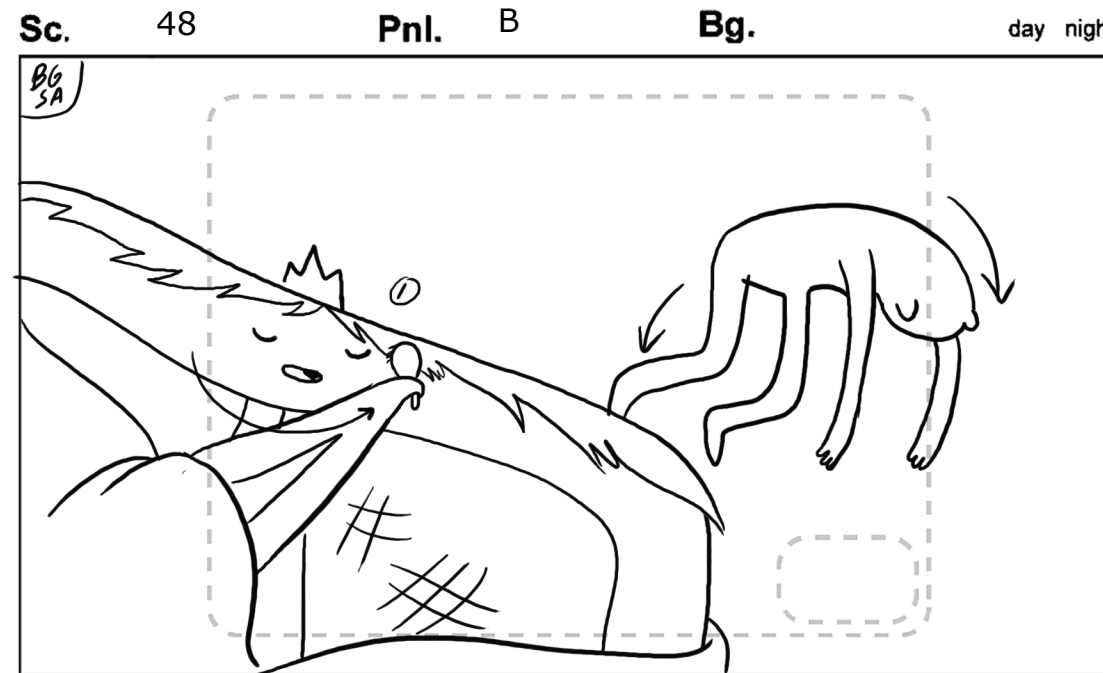
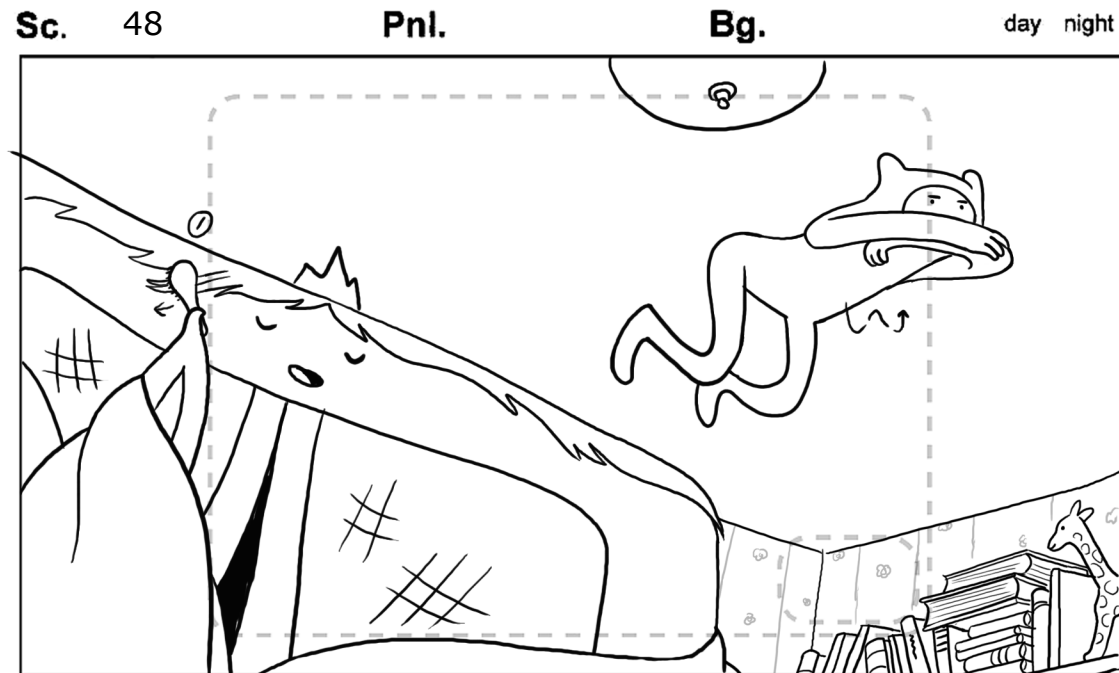
EPISODE # 1025-180

Production :

ADVENTURE TIME



Page 66



Dialog: (BHP) / FORTY-NINE...
FIFTY!

(BHP) / FIFTY-ONE... FIFT- →

Action: - F BOBBING UP + DOWN
- BHP BRUSHES,
CYCLE ①②③ WITH
EACH STROKE

- BHP STARTS BRUSHING OTHE SIDE (CYCLE W/ STROKE)
- F SLUMPS

Timing:



1025-180

EPISODE #

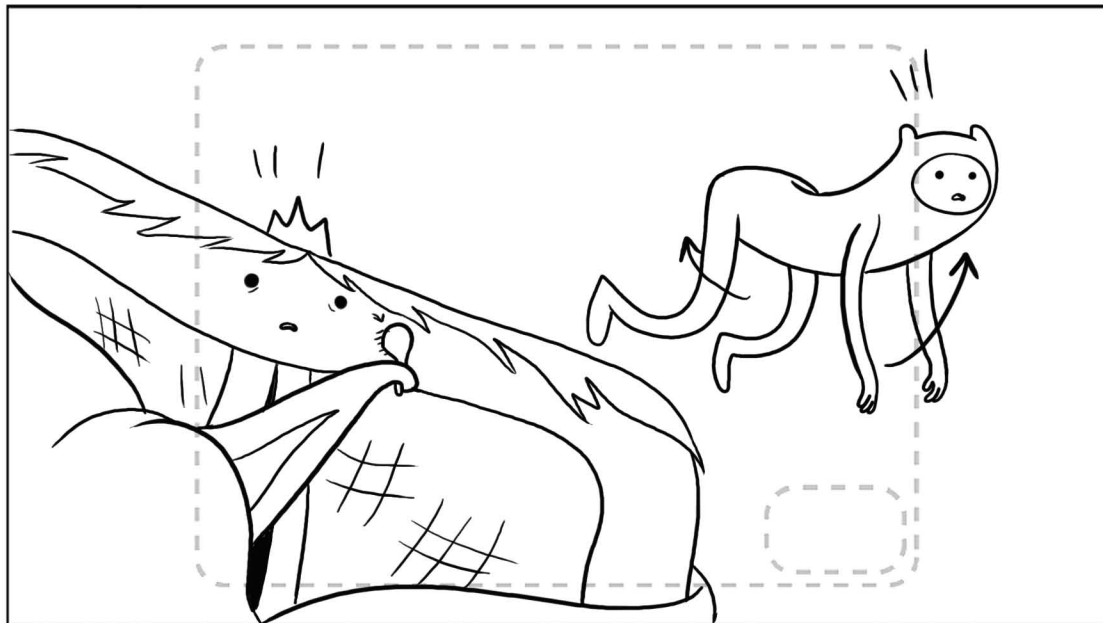
Production :

ADVENTURE TIME



Page 67

Sc. 48 Pnl. C Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:

SFX/RUSTLE!

Action:

*- BOTH JERK, SURPRISED
- BHP STOPS BRUSHING*

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME

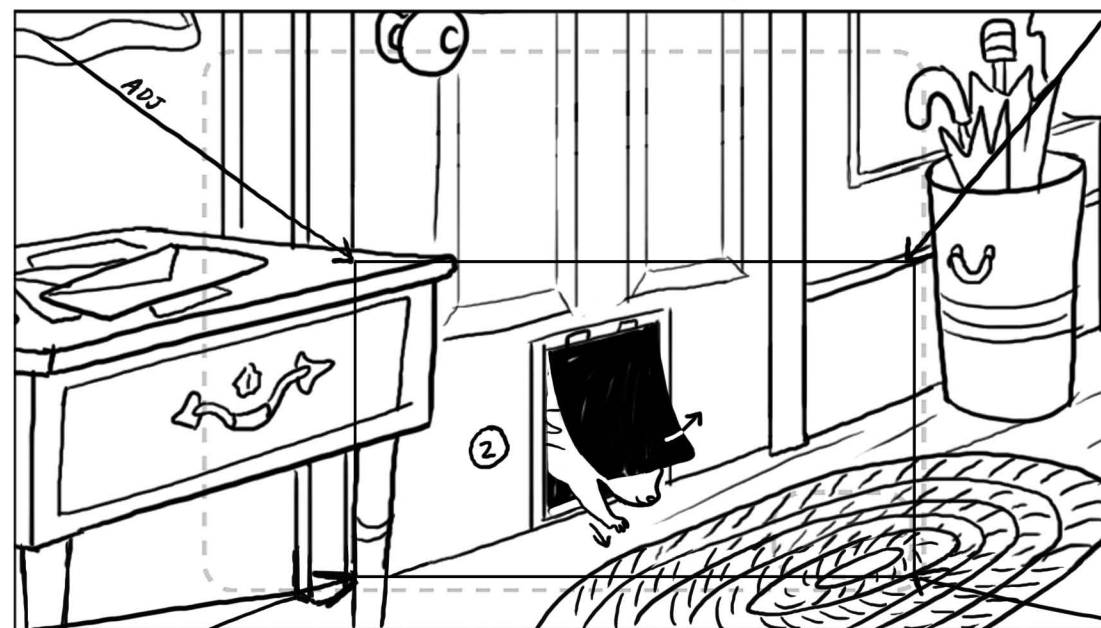


Page 68

Sc. 49 Pnl. B Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog:

(BHP) WHO'S THERE?

SFX/ RUSTLING

Action:

- BHP TURNS
- F ENTERS IN FRAME

① - TRUCK-IN AS CAT DOOR WOBLES
② - CAT DOOR OPENS,
PORCUPINE STARTS ENTERING

Timing:



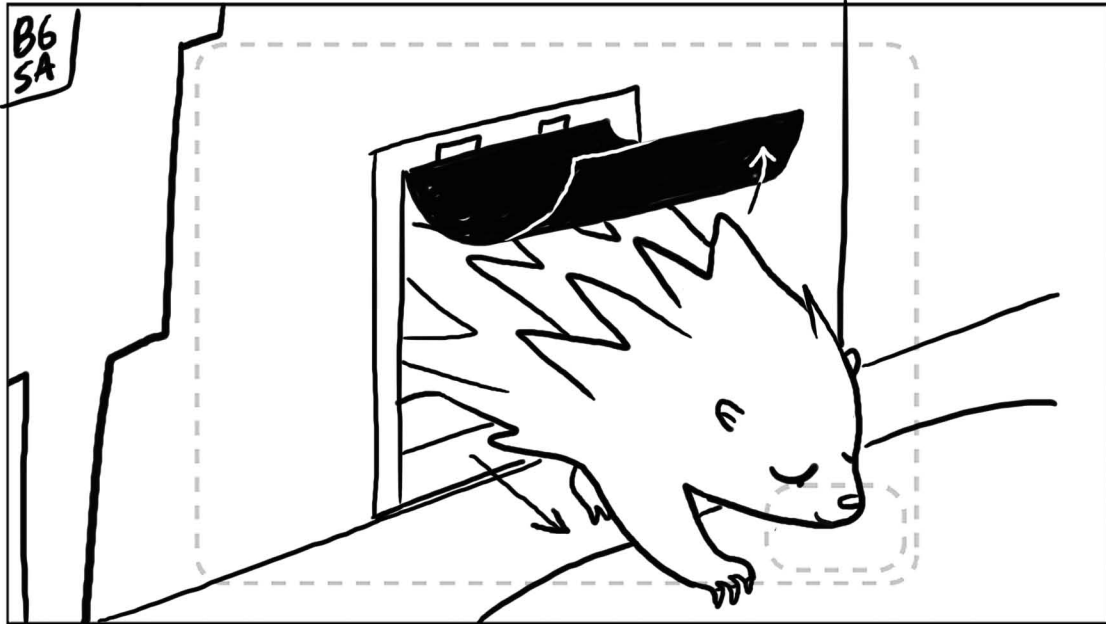
EPISODE # 1025-180

Production :

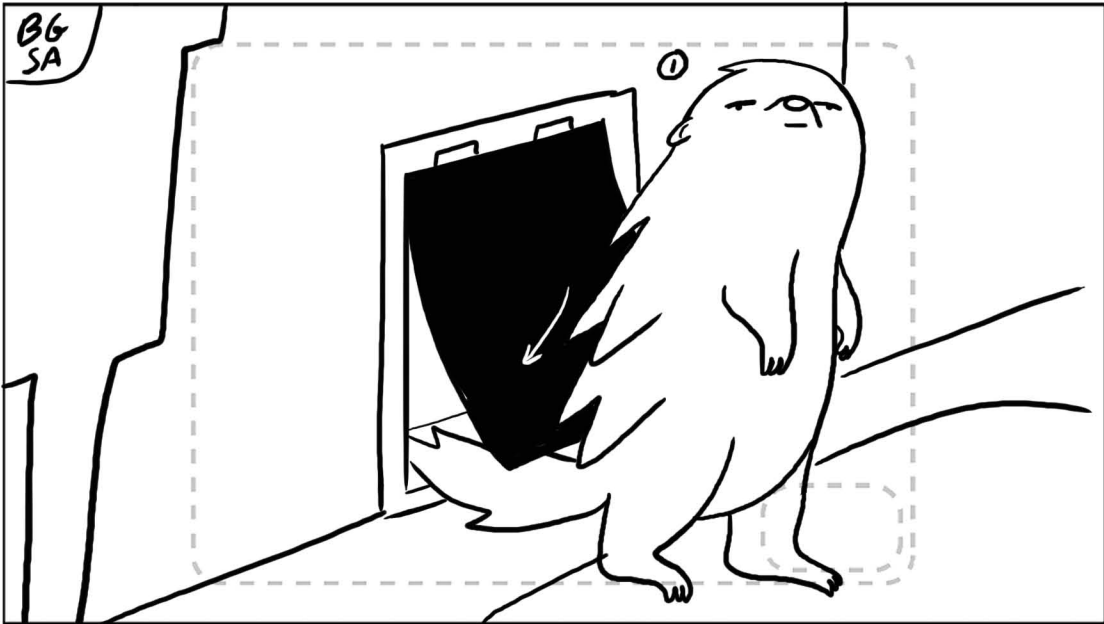
ADVENTURE TIME



Sc. 51 Pnl. A Bg. day night



Sc. 51 Pnl. B Bg. day night



Dialog:	
Action:	PP WALKS IN -PP STANDS UP ② -TURNS HEADS
Timing:	

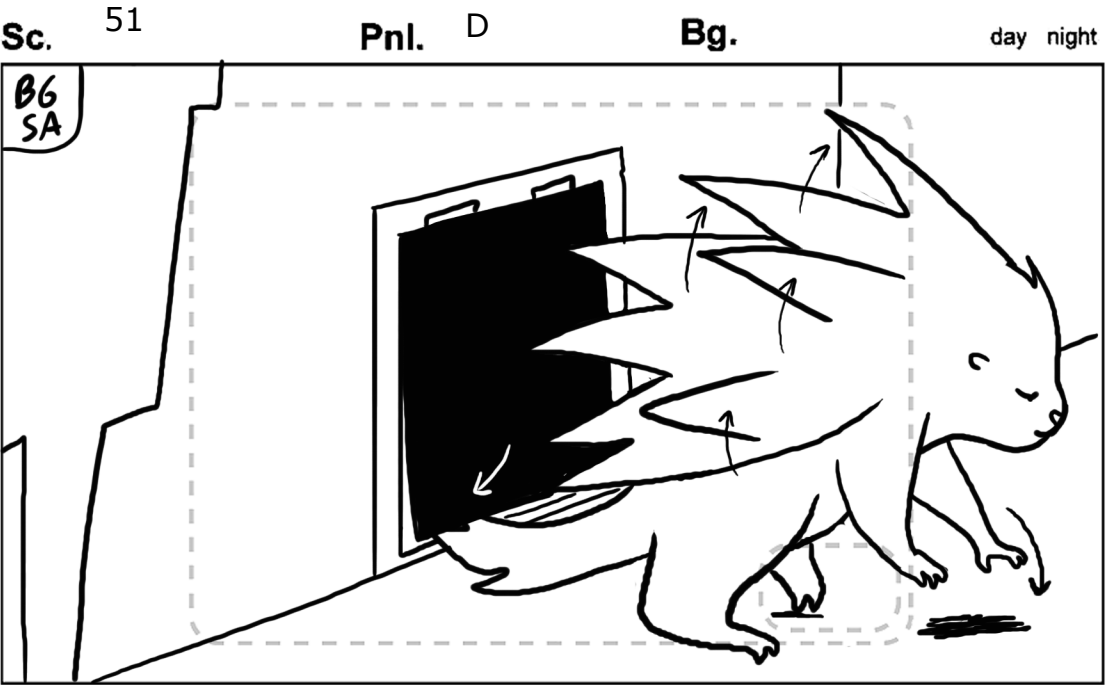
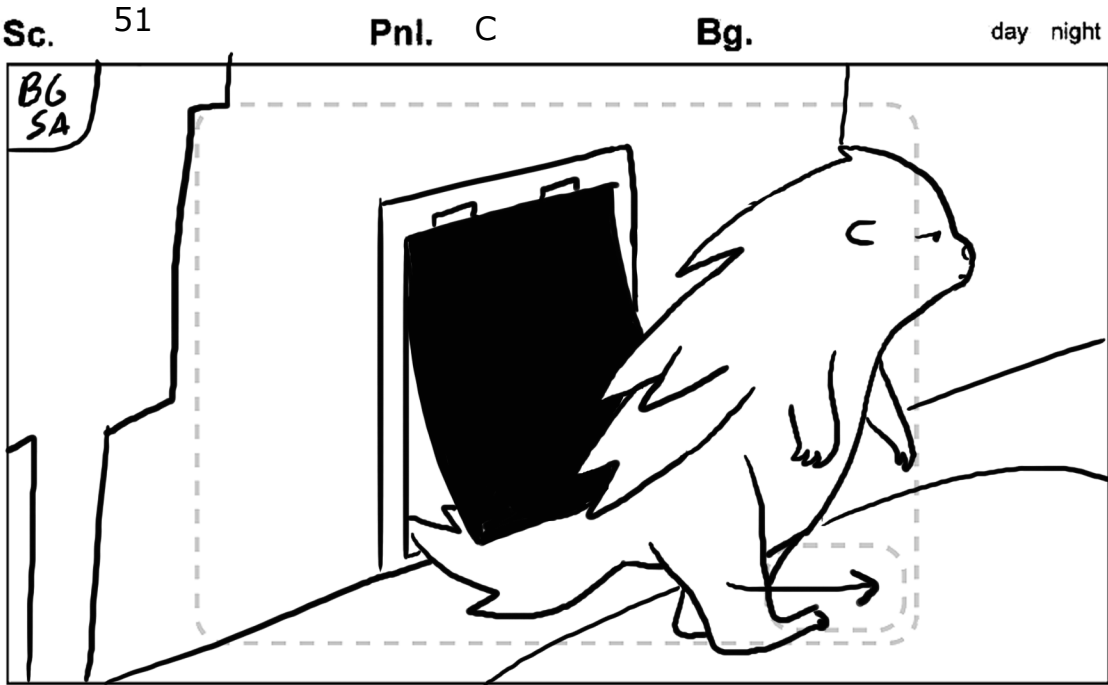


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 70



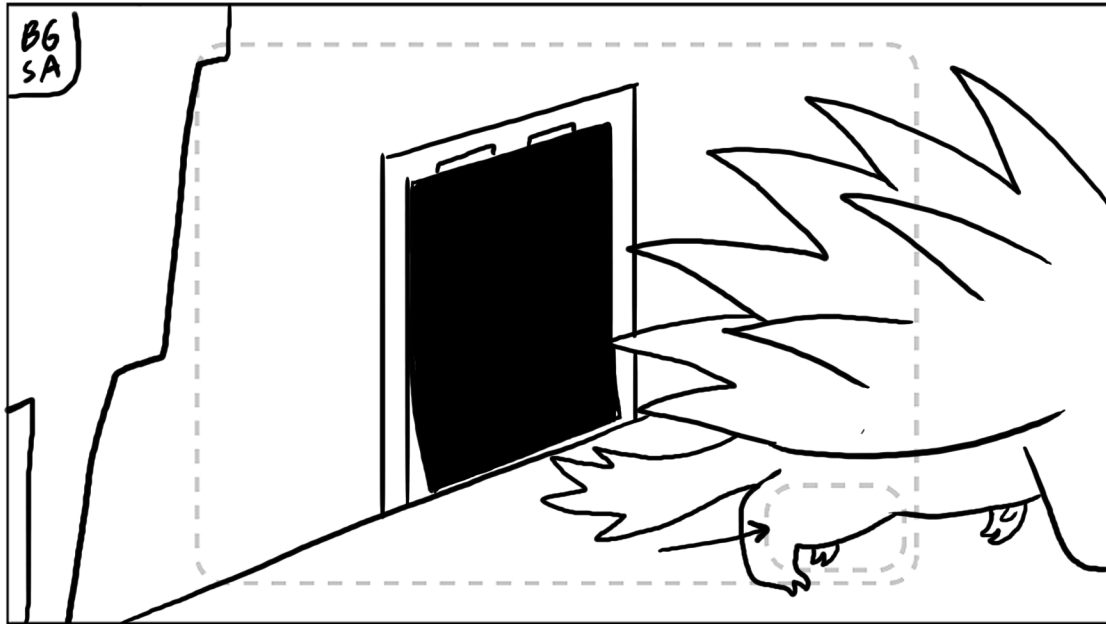
Dialog:
Action: PP STARTS WALKING -SPIKES POP OPEN AS PP MOVES TO ALL-FOURS
Timing:

EPISODE # 1025-180
Production :

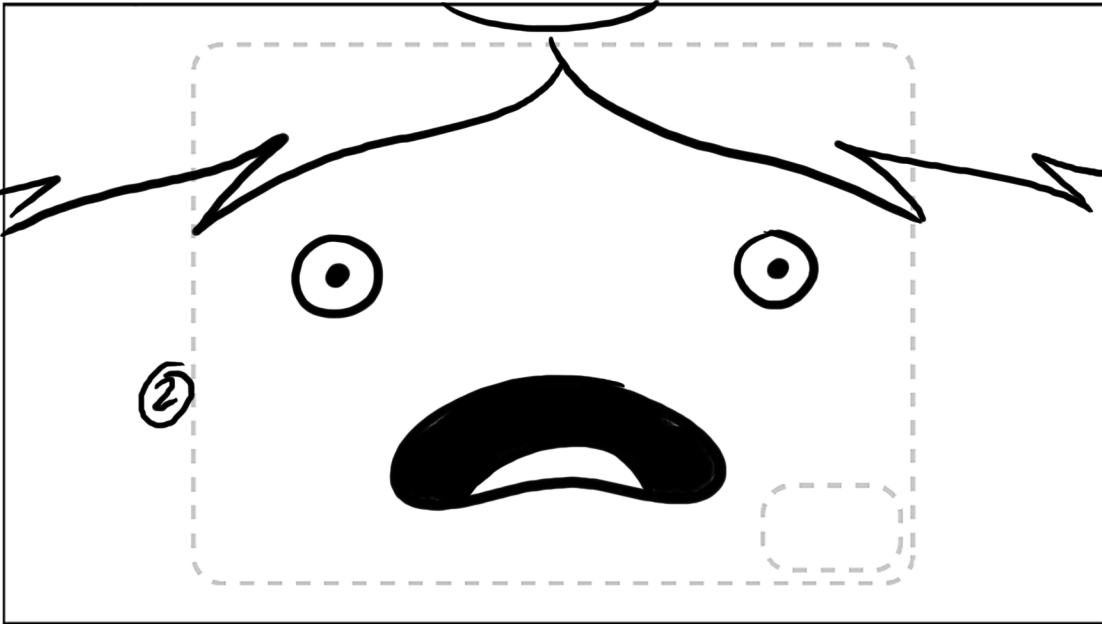
ADVENTURE TIME



Sc. 51 Pnl. E Bg. day night



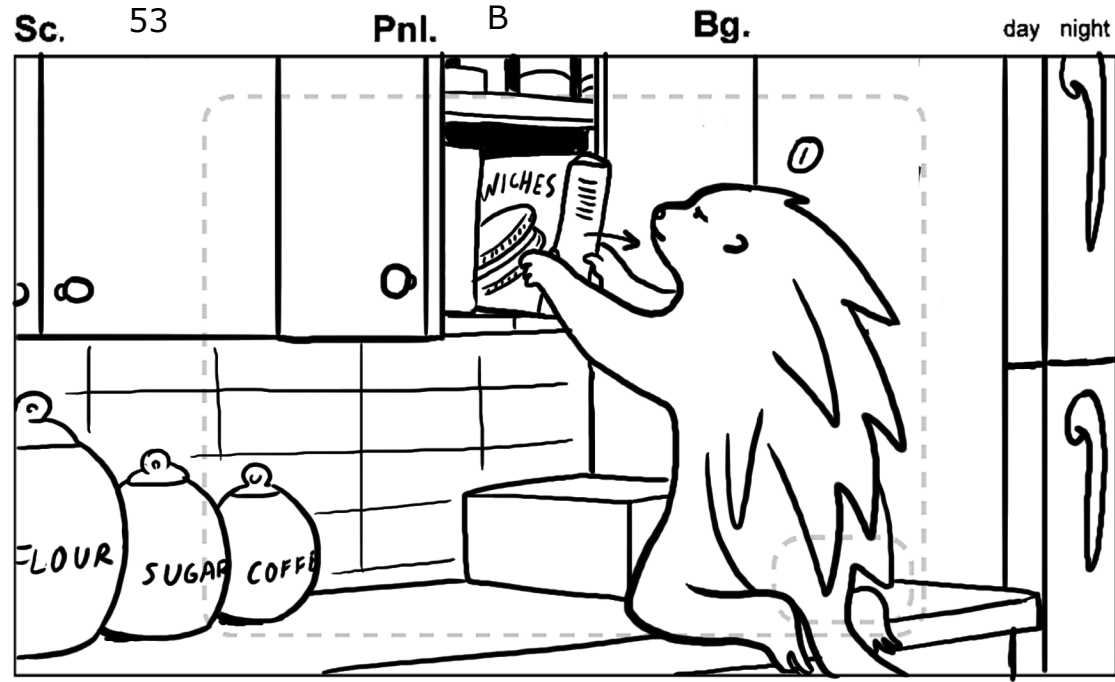
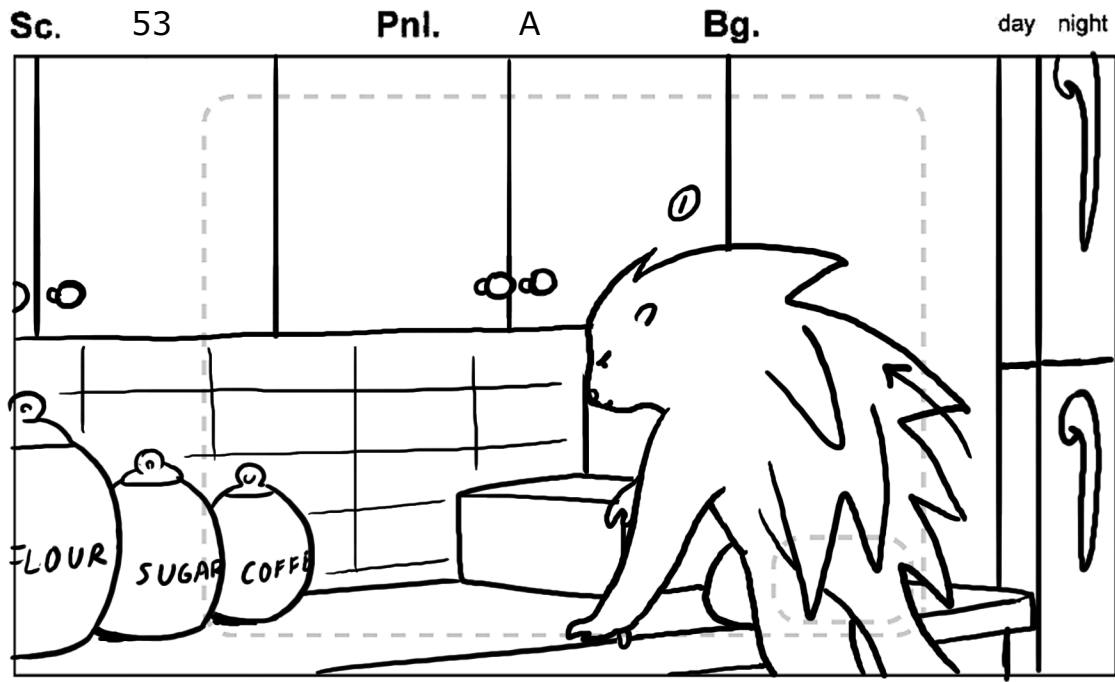
Sc. 52 Pnl. A Bg. day night



Dialog:		
<p style="text-align: center;">(BHP) / <u>GASP!</u></p>		
Action:	PP WALKS IN	EYES WIDEN FAST
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: SFX/COMOTION

(O.S.) (BHP) OH MY GLOB
OH MY GLOB

Action:
- PP CLIMBING UP
- OPENS CABINET

Timing:

PP PULLS OUT COOKIES,
LOOKS AT FRONT

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 73

Sc 54

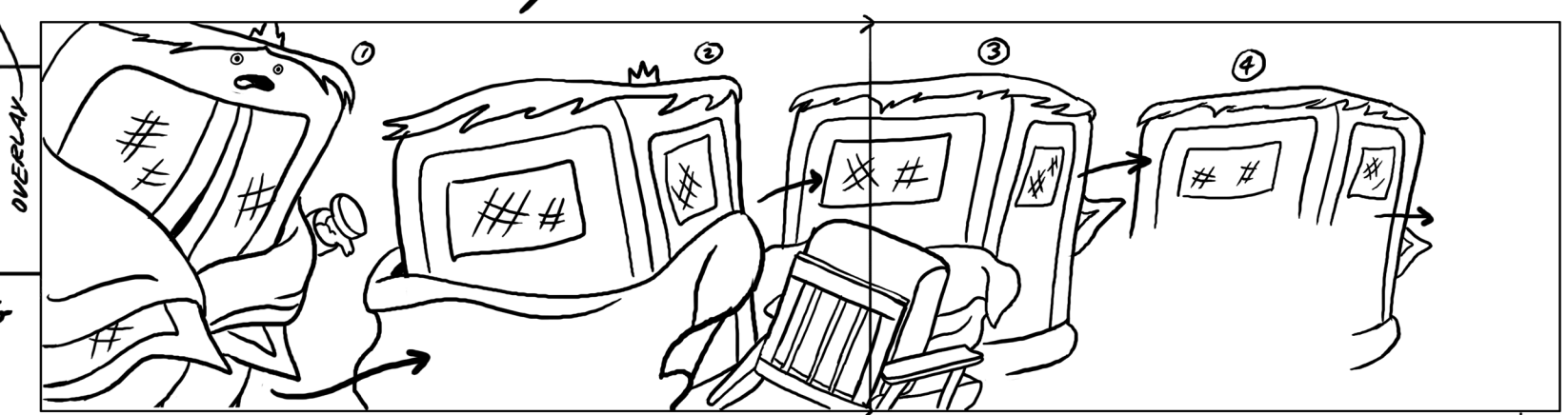
Pnl A

PAN



Dialog:
(BHP) / (SCREAMING)

Action:
- BHP RUNS THRU ROOM, KNOCKING
STUFF OVER
③ - TOWEL FALLS OFF



Timing:

EPISODE # 1025-180

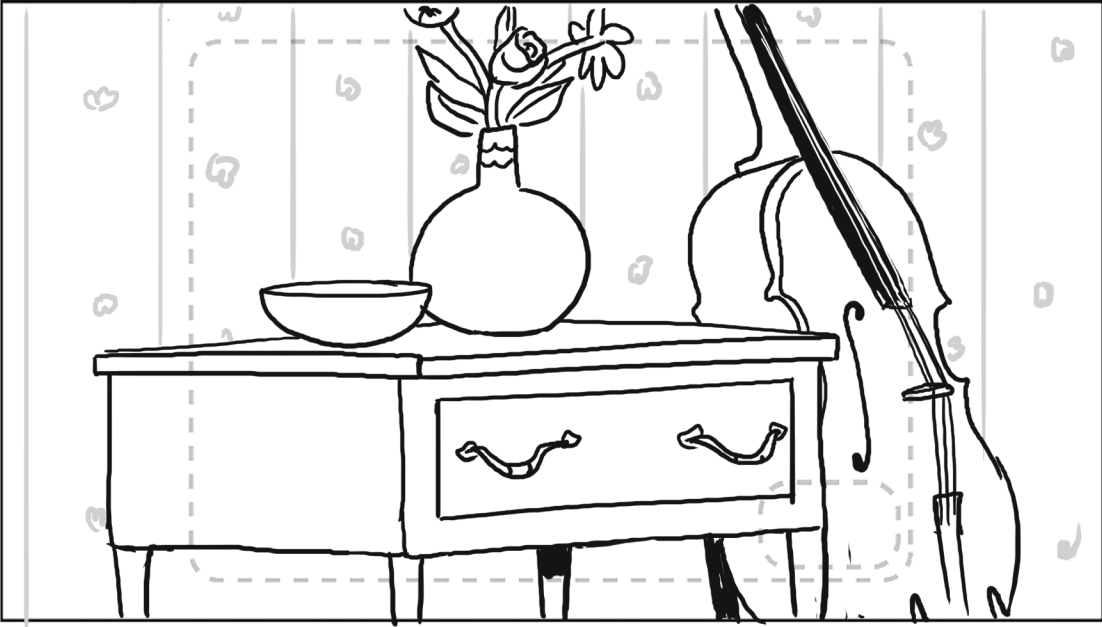
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

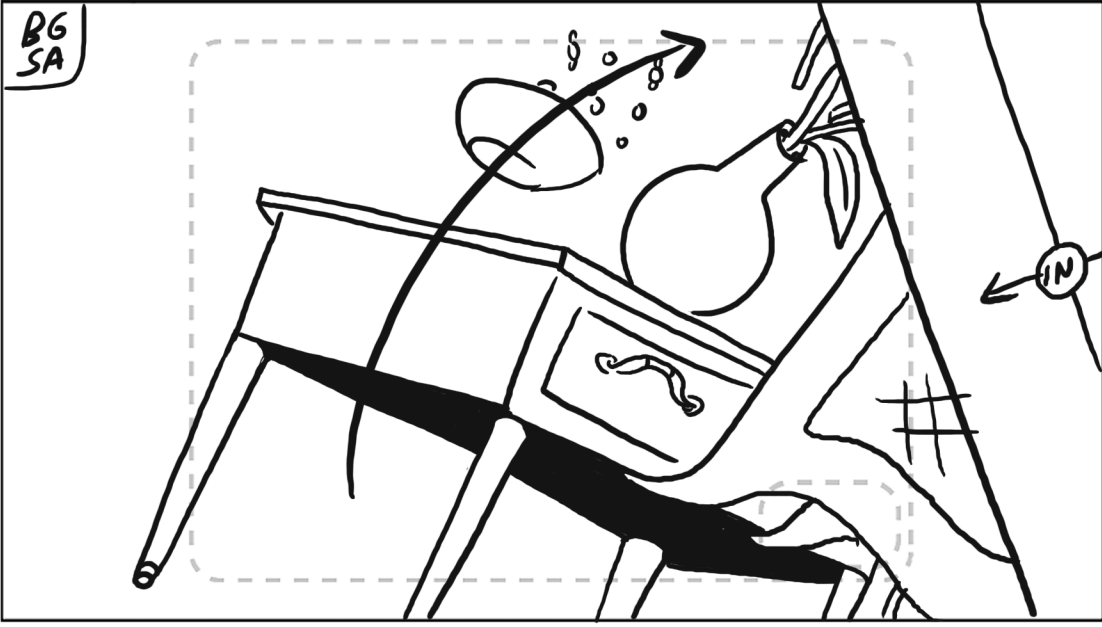
ADVENTURE TIME



Sc. 55 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night



Dialog:	SFX/CRASHING, BREAKING
Action:	BHP RUSHES IN, IMMEDIATELY FLIPS TABLE
Timing:	

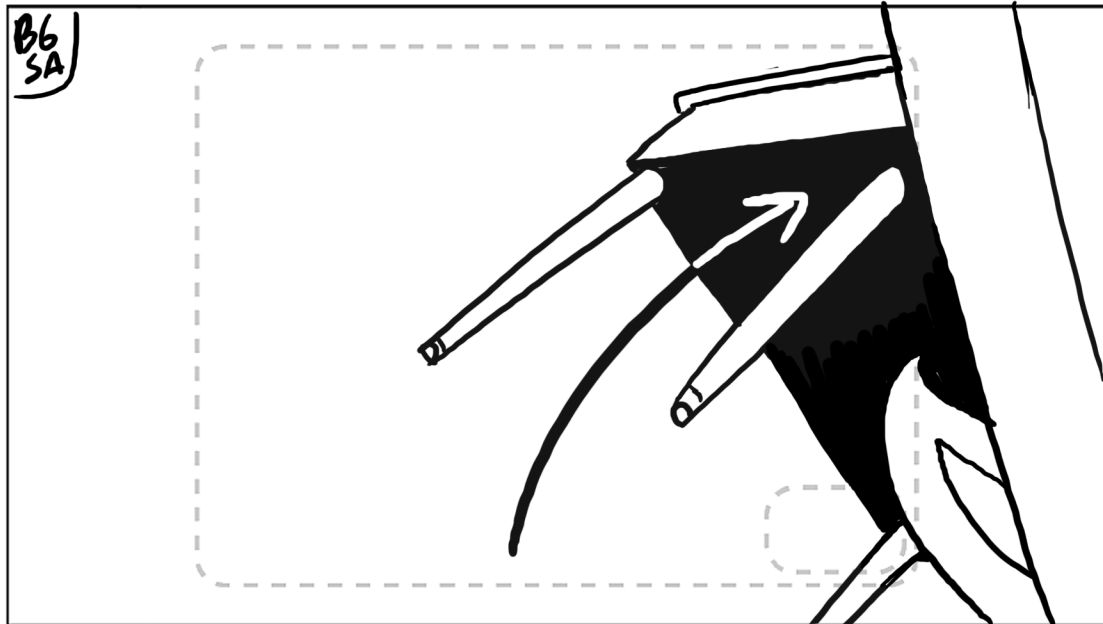
EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

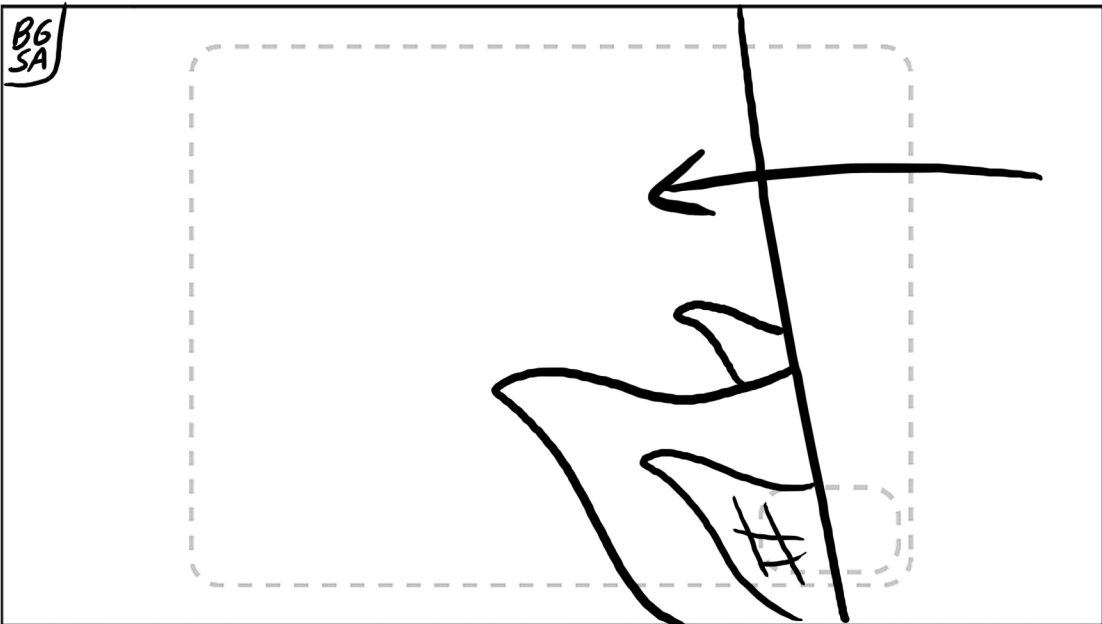
ADVENTURE TIME



Sc. 55 Pnl. C Bg. day night



Sc. 55 Pnl. D Bg. day night



Dialog:	SFX / CRASHING, BREAKING, CELLO CRUNCHING
Action:	BHP LURCHES FORWARD
Timing:	

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 56

Pnl. A

Bg.

day night

Sc. 56

Pnl. B

Bg.

day night

Dialog:

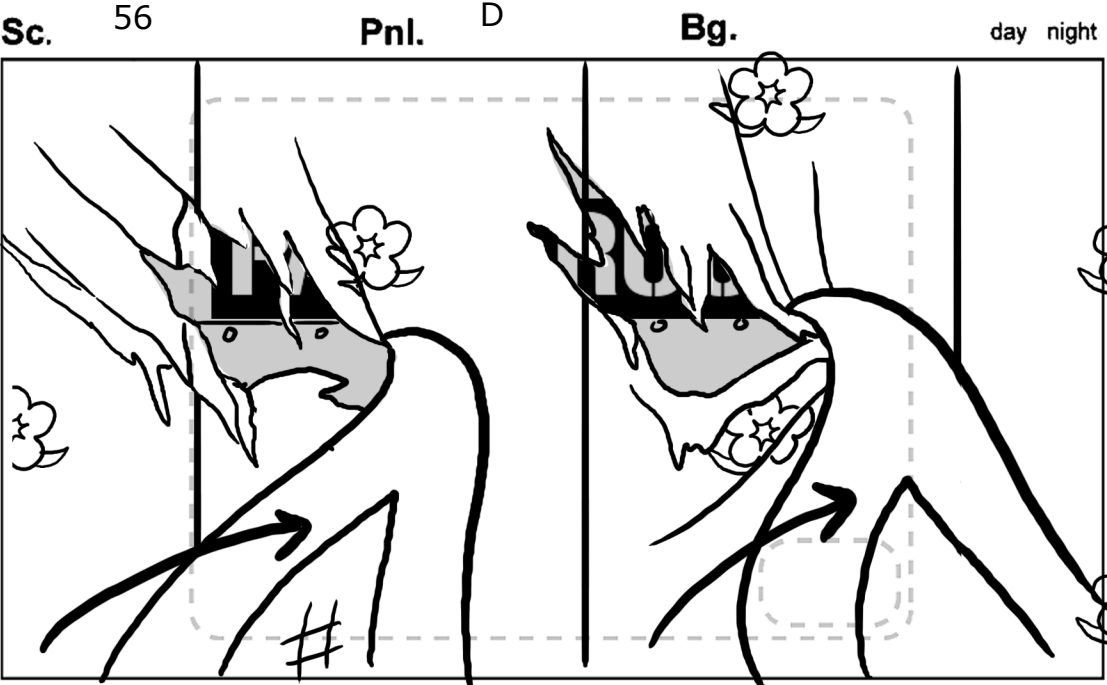
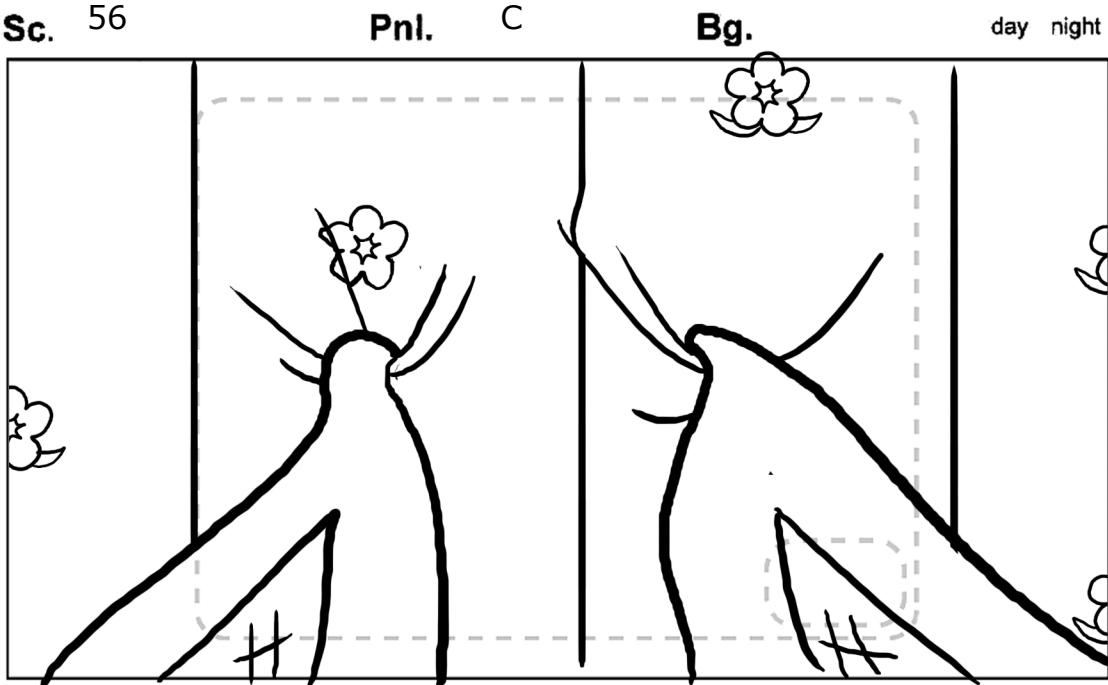
Action: WALLPAPER -BHP'S HANDS SMACK DOWN FAST/HARD

Timing:

ADVENTURE TIME



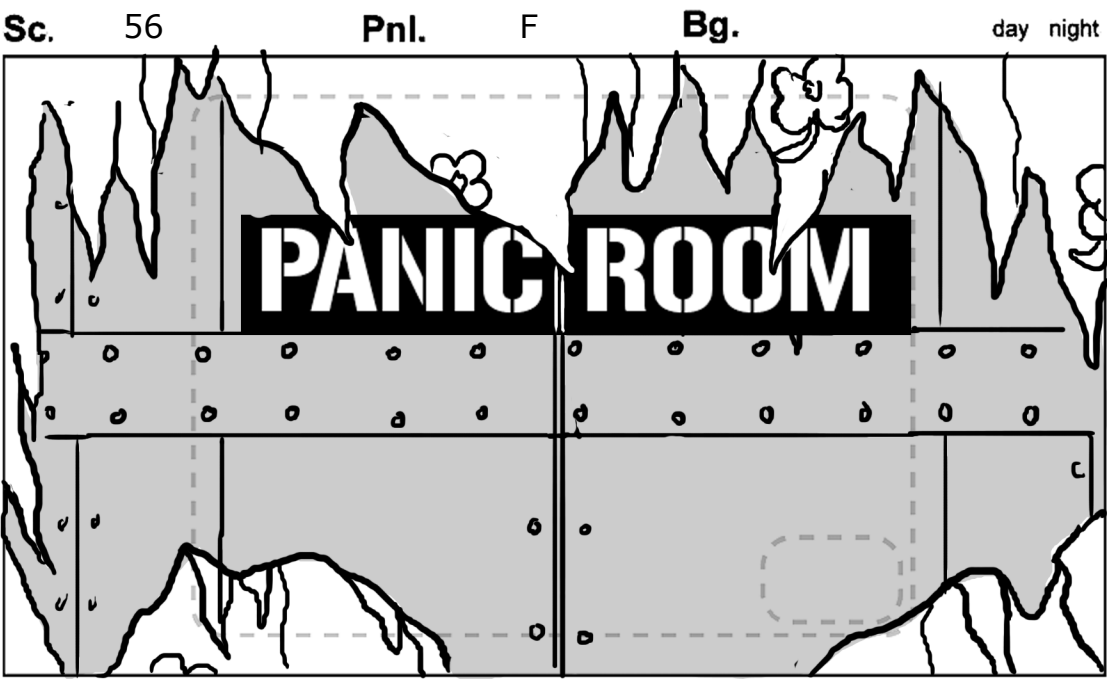
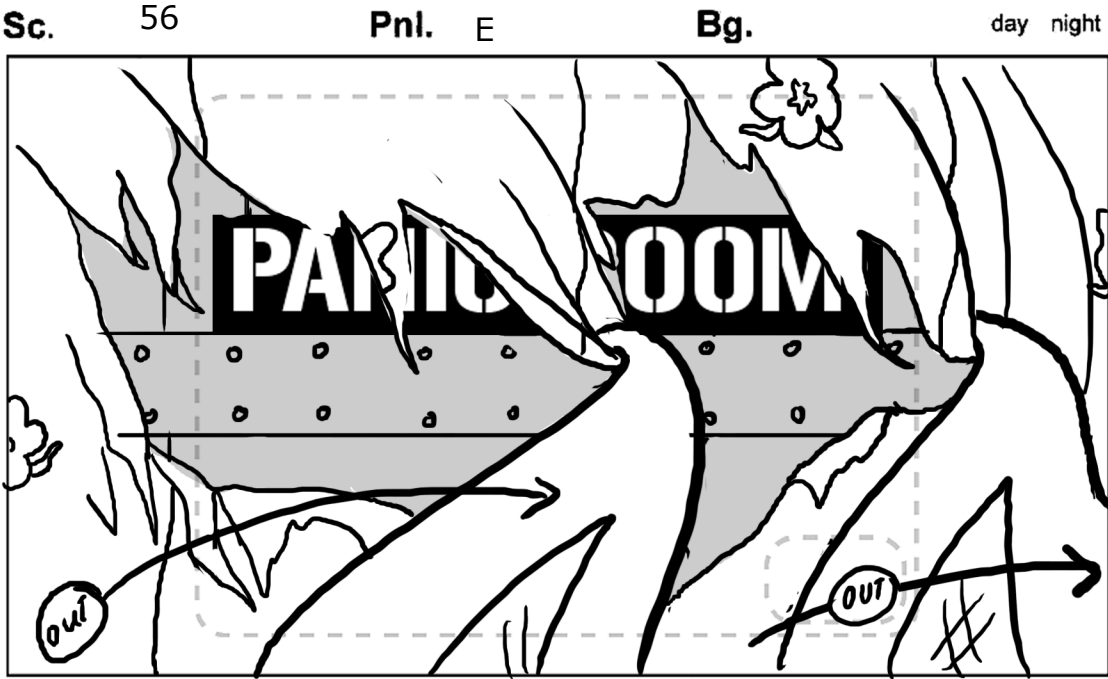
Page 77



Dialog:	SFX/RIIIPPP →	
Action:	BHP GRABS PAPER ← (FAST) →	BHP RIPS PAPER
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Sfx: RiiiiPPP!

Action:

BHP RIPS PAPER *WALLPAPER SHREDDED*

← (FAST) →

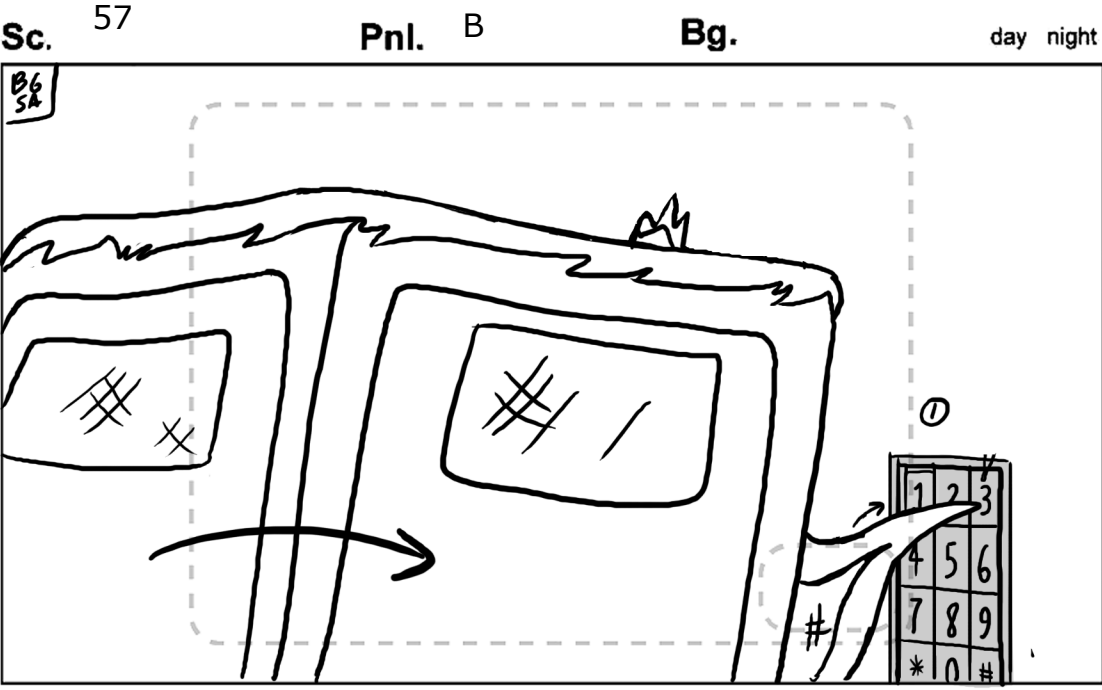
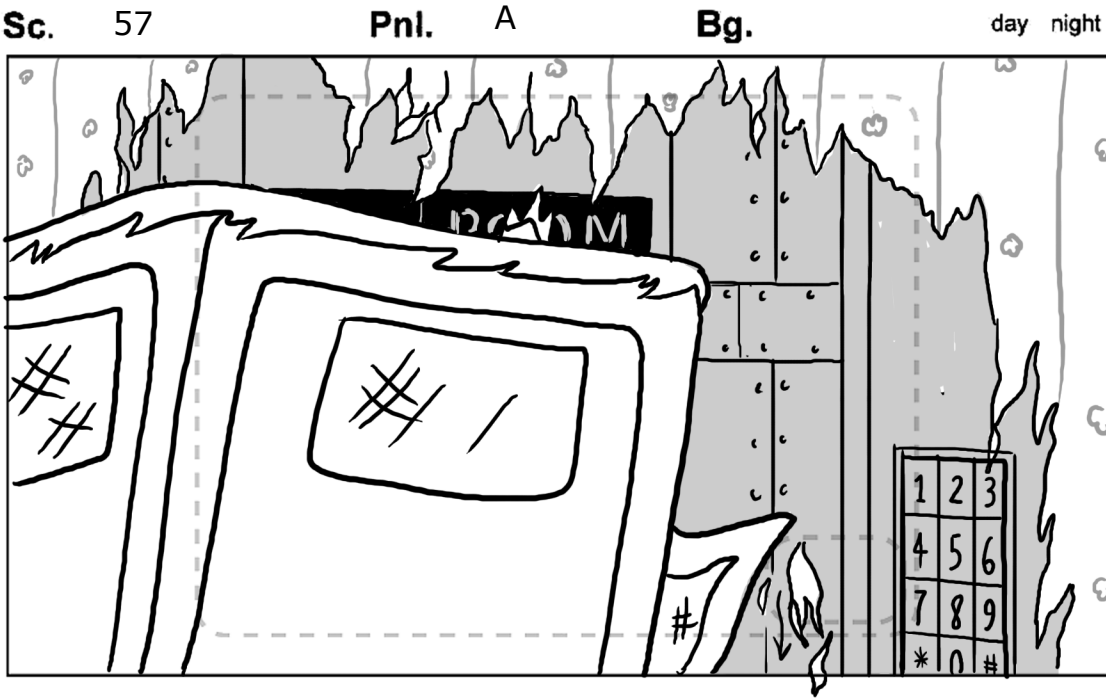
Timing:

EPISODE # 1025-180

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

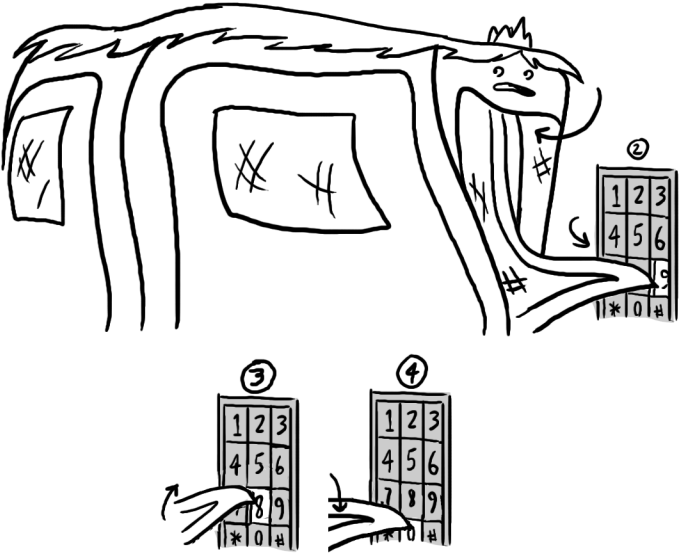
(BHP) / (PANTING, FREAKING OUT) →

Action:

- KEYS IN CODE
①②③④ - FAST

② - GLANCES BACK

Timing:



EPISODE # 1025-180

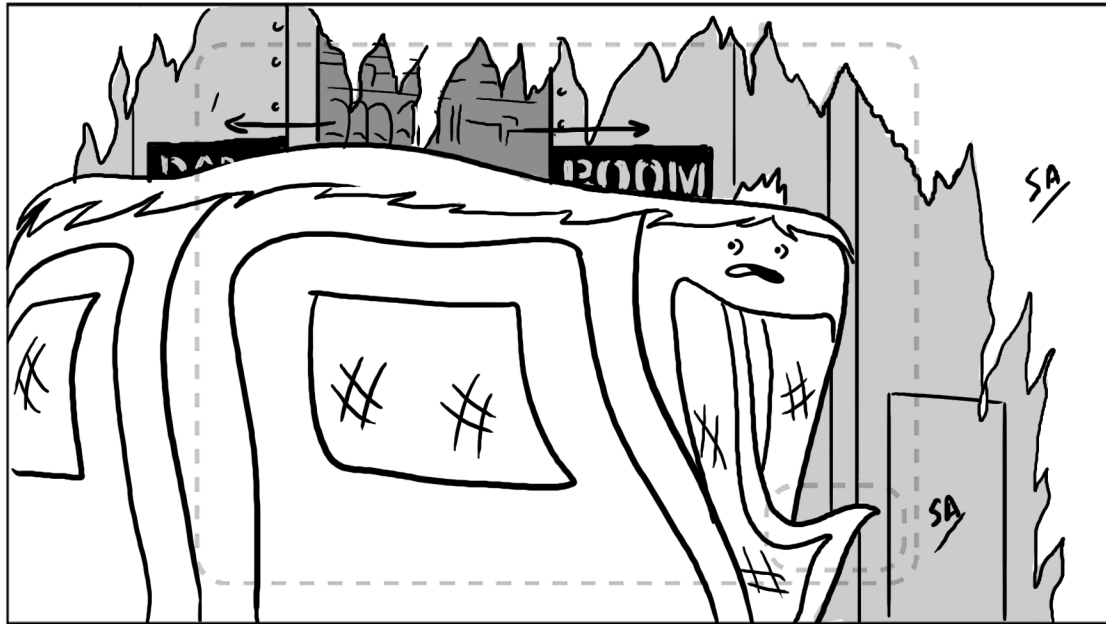
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

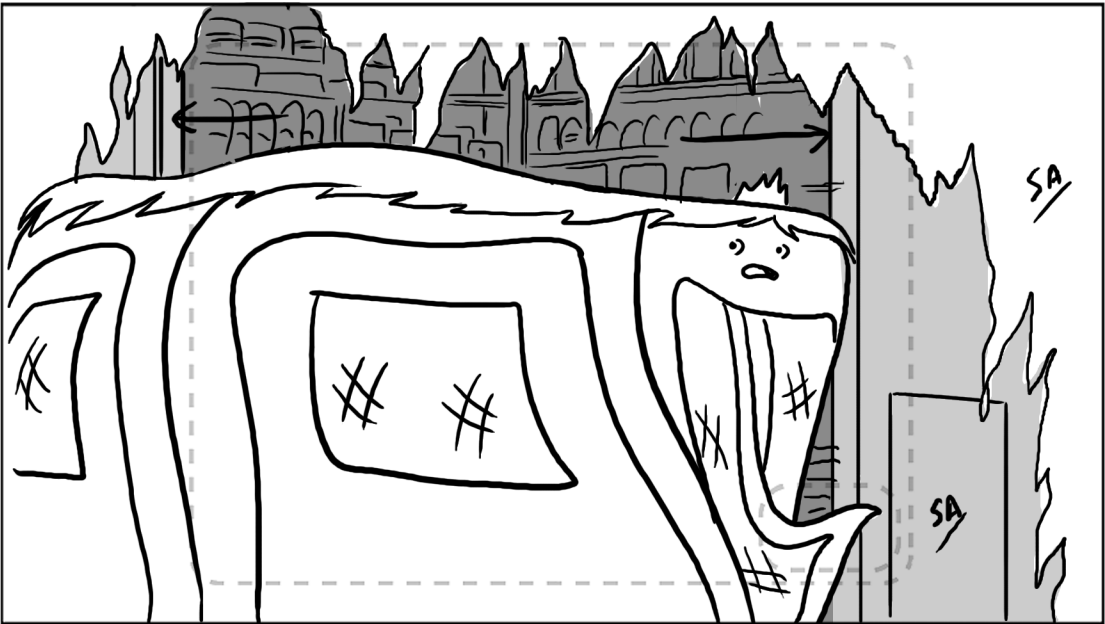
ADVENTURE TIME



Sc. 57 Pnl. C Bg. day night



Sc. 57 Pnl. D Bg. day night



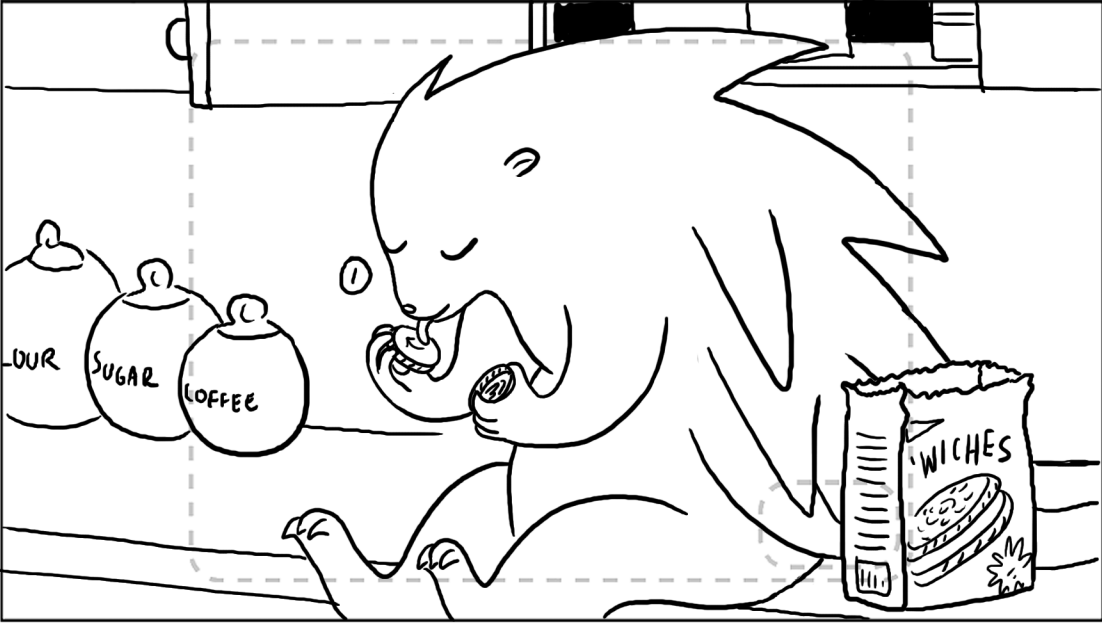
Dialog:	← SFX/ALARM →
Action:	← (- RED LIGHT ON/OFF) (- DOORS OPEN) →
Timing:	

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

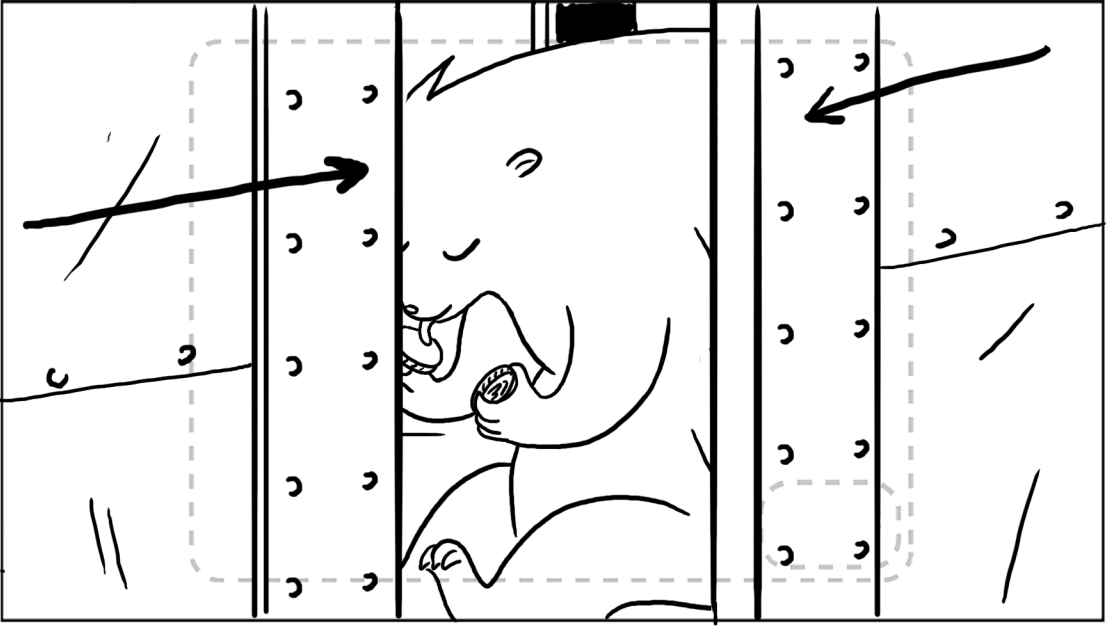
ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night

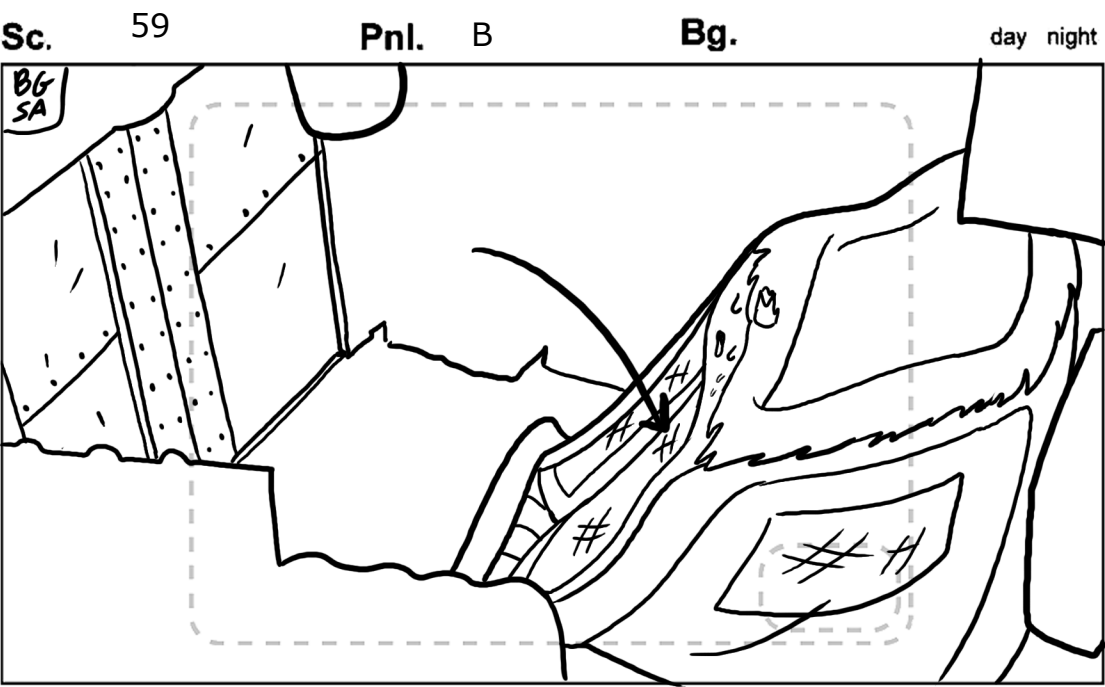


Sc. 58 Pnl. B Bg. day night



Dialog:	SFX / ALARM	
Action:	-PP LICKING CENTRE OF OREO	PANIC DOORS SLAM
Timing:		

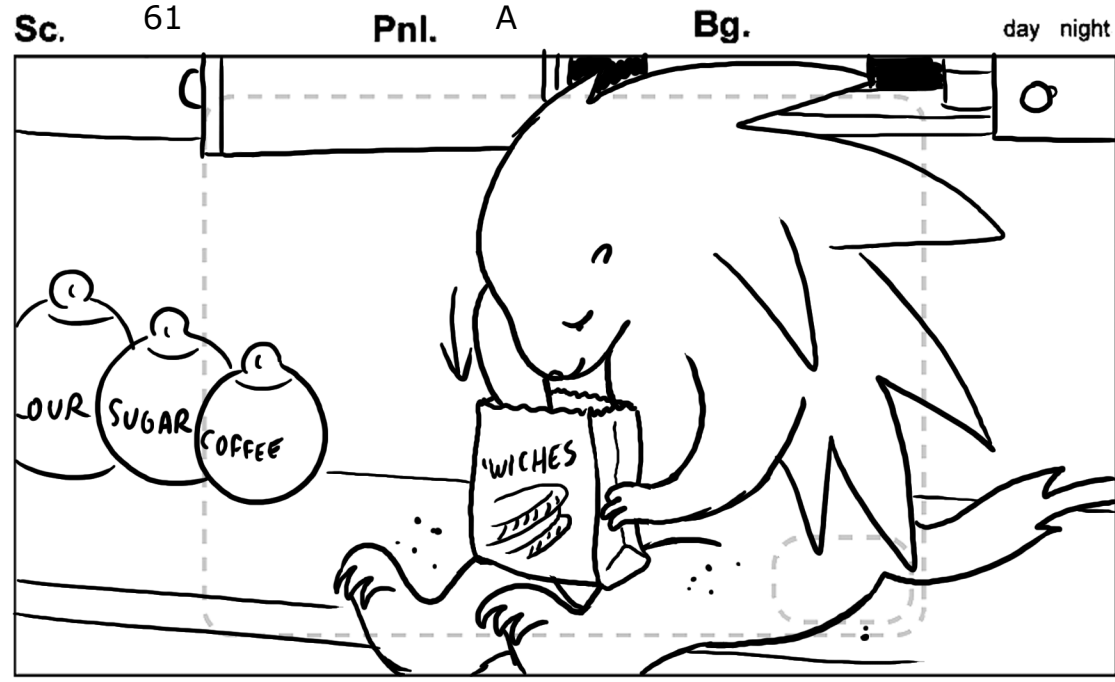
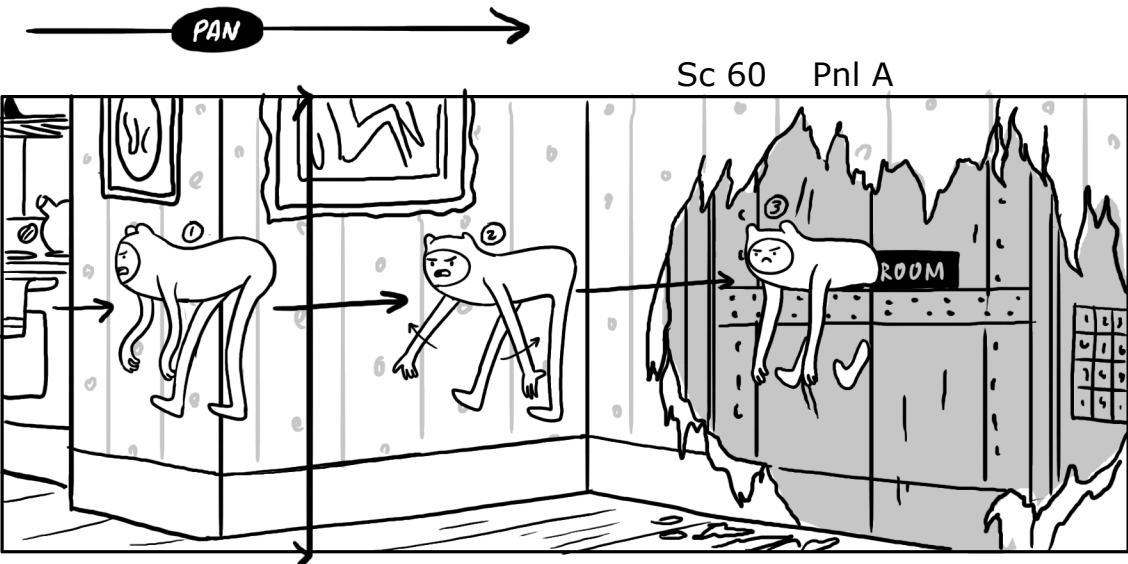
ADVENTURE TIME



Dialog:	SFX/ ALARM	SFX/ SLAM! (ALARM STOPS)
Action:	- RED LIGHT (*) ON/OFF - BHP BACKING UP	- DOORS SHUT - BHP SLUMPS AGAINST WALL
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: (F) DUDE, WHAT'S YOUR DEAL?? (PP) (PORCUPINE MURMURING)

Action: PAN AS F FLIES THRU PANIC ROOM DOOR -PP STICKS ARM IN BAG

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



Page 84

Sc. 61

Pnl. B

Bg.

day night



Sc. 62

Pnl. A

Bg.

day night



Dialog:

(PP) / STRANGE
LAUGHTER

Action: -ROOTING AROUND
IN BAG
(CYCLE ①②①②)

Timing:



(BHP) / (BREATHING HARD)
IT'S OK, EVERYTHING'S OK NOW

-BHP EATING FRUIT
SALAD
(CYCLE ①②)



EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



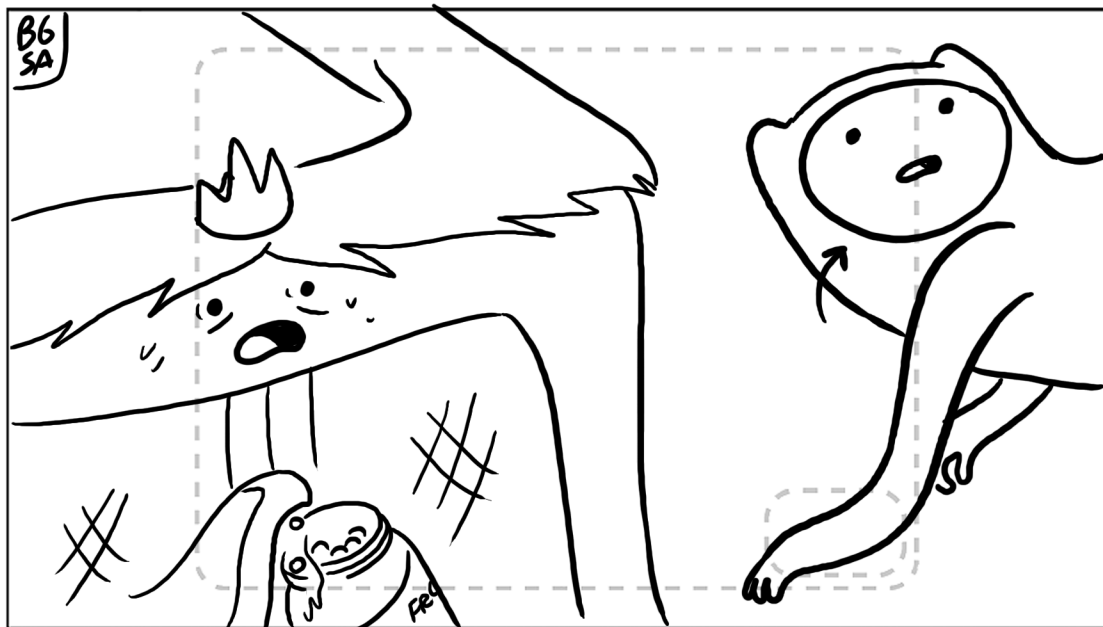
Sc. 62	Pnl. B	Bg.	day night	Sc. 62	Pnl. C	Bg.	day night
BG SA				BG SA			

Dialog:	(F) / AW GEEZ, POOR BOUNCEHOUSE PRINCESS		(BHP) / GASP!	
Action:	-BHP STILL EATING -F FLIES IN		-BHP APPEARS TO 'LOOK' AT FINN, SHOCKED -FINN SURPRISED	
Timing:				

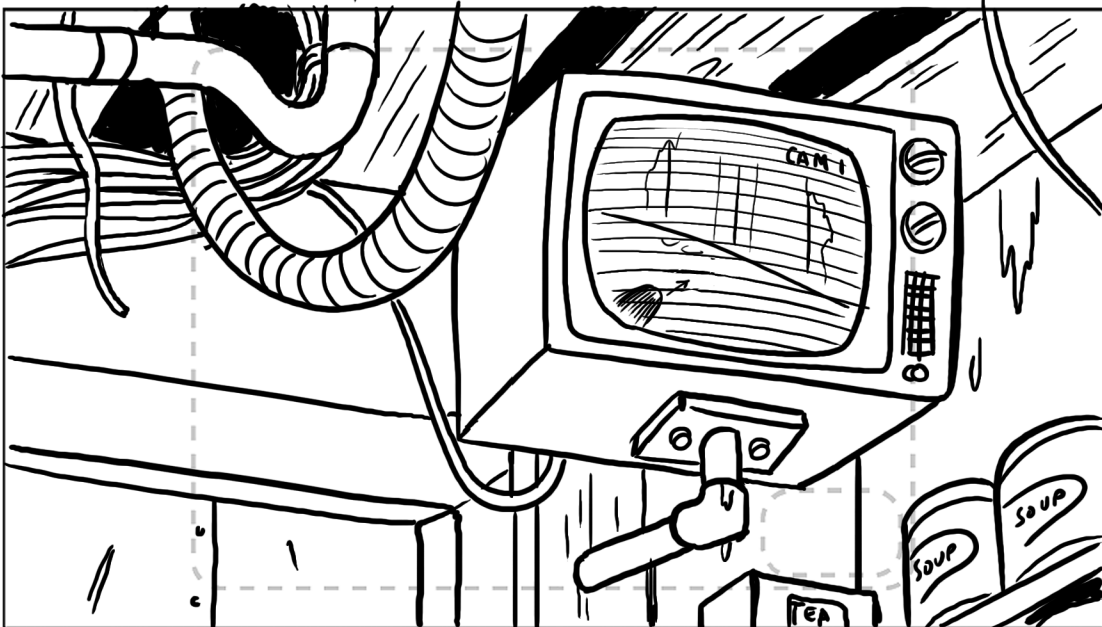
ADVENTURE TIME



Sc. 62 Pnl. D Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:	F/HUH?	
Action:	F TURNS	MONITOR SHOWS MOV'T
Timing:		

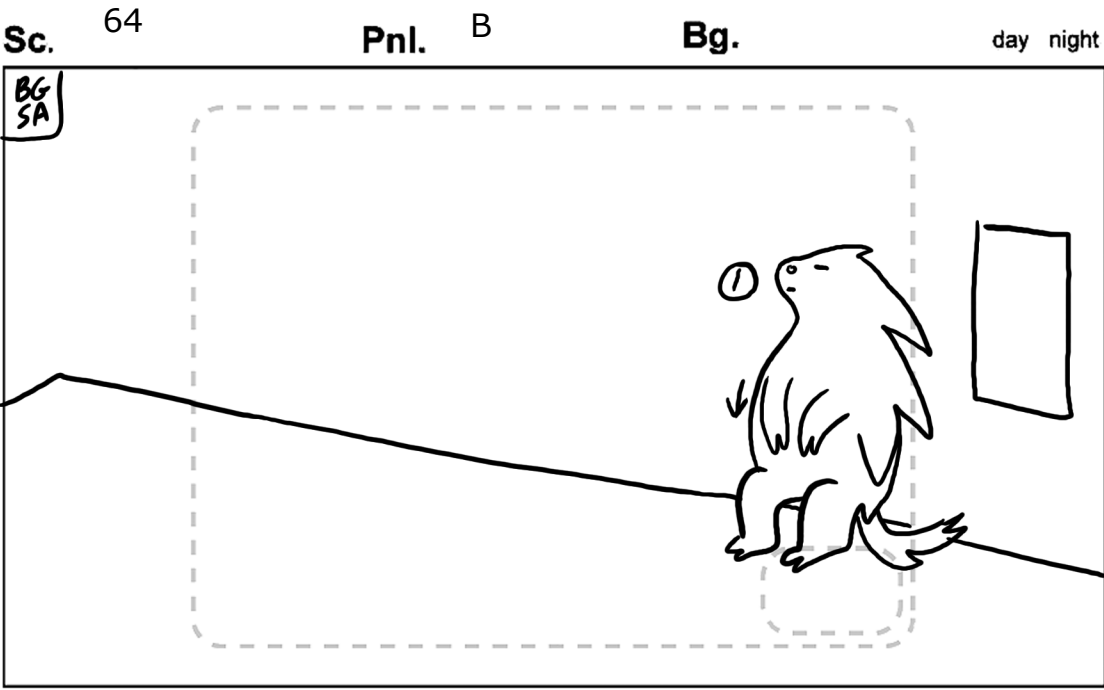
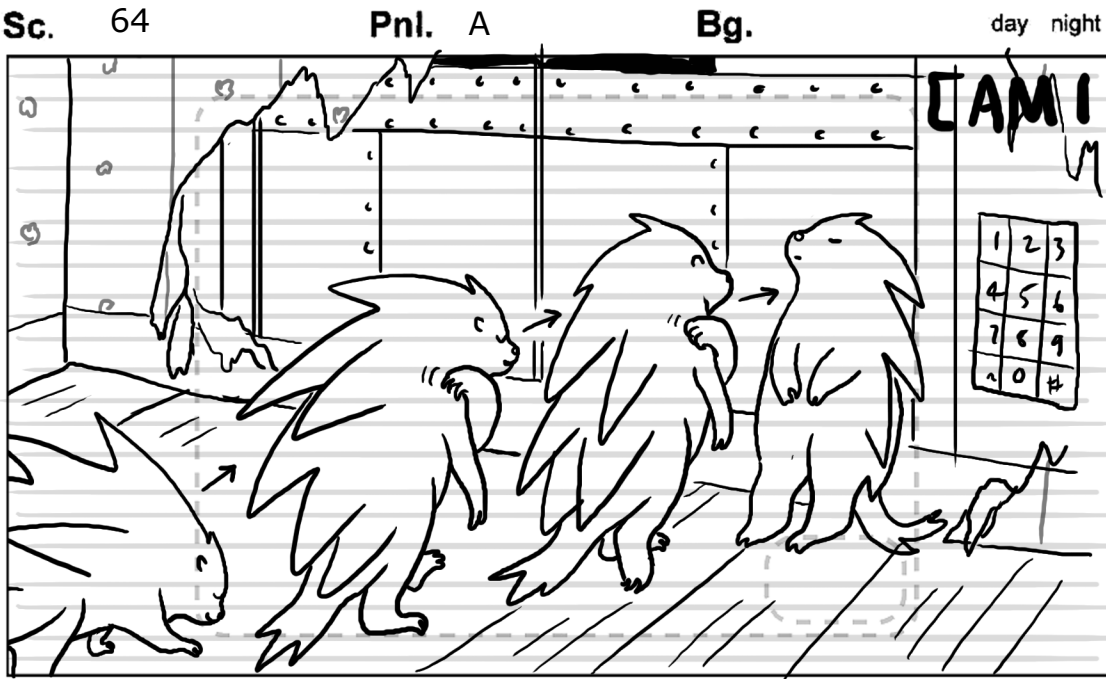


1025-180

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action: "CAMERA" VIEW
-PP WALKS IN, UPON HIND LEGS,
TURNS, PUTS BACK ON WALL →

Timing:

- STARTS
SCRATCHING
(CYCLE ①②)

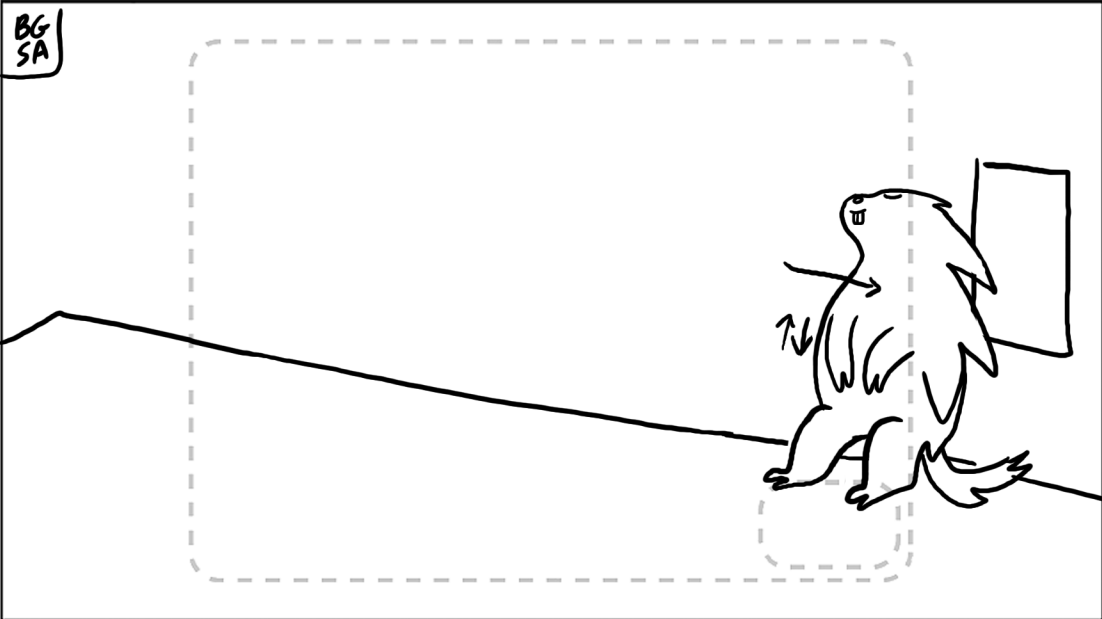


© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

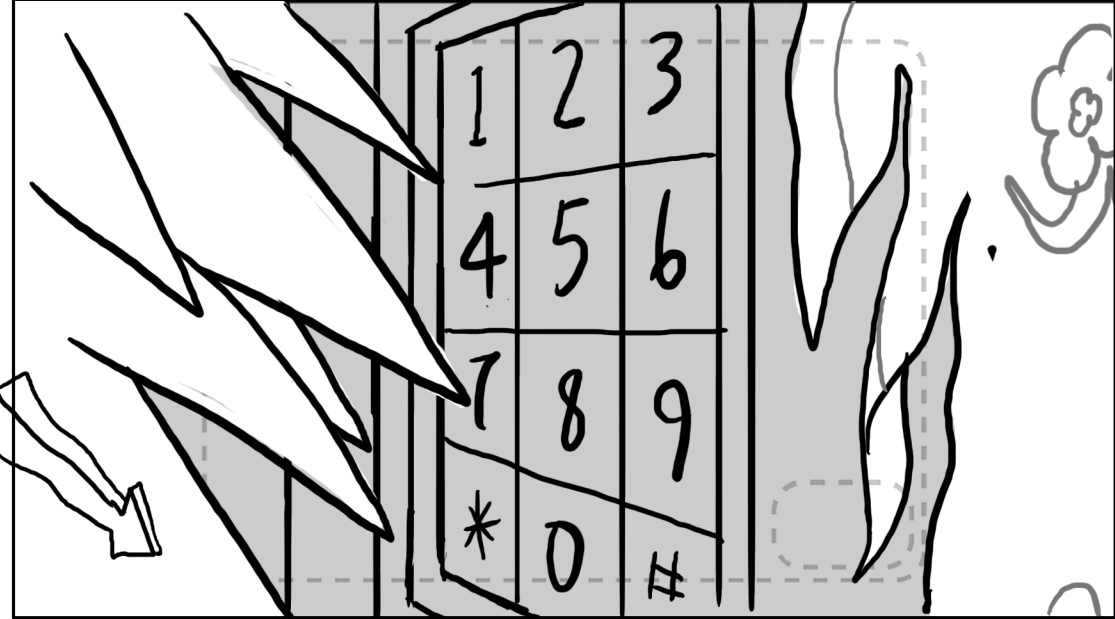
ADVENTURE TIME



Sc. 64 Pnl. C Bg. day night



Sc. 65 Pnl. A Bg. day night

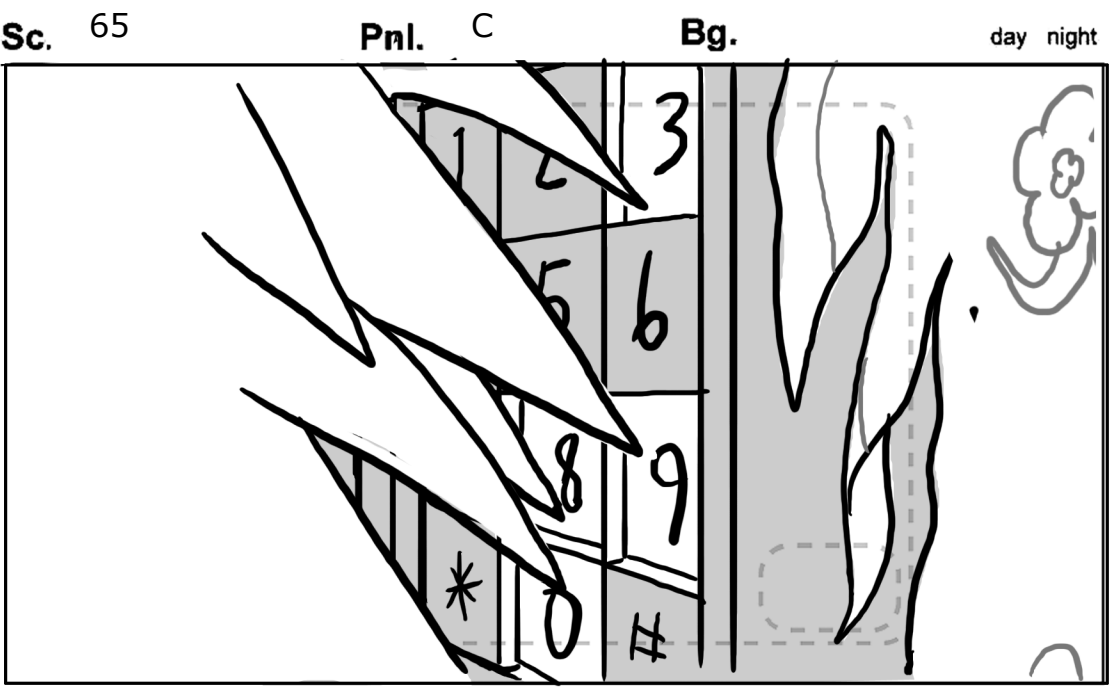
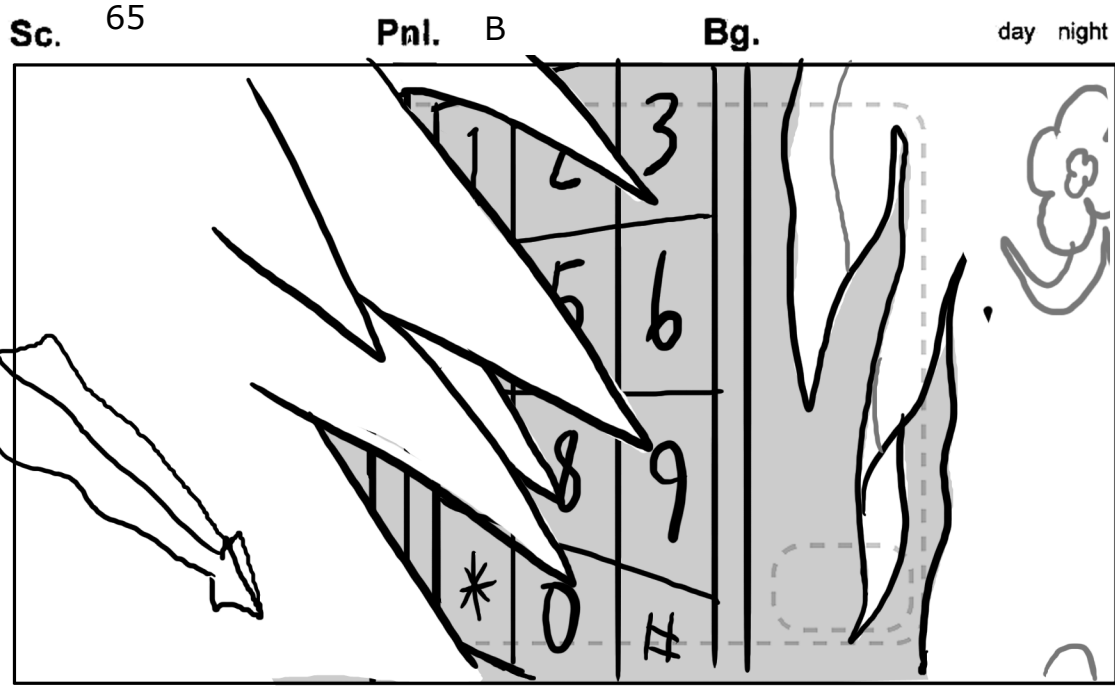


Dialog:
Action: - PP SCRATCHING, DRIFTS OVER TO KEYPAD - SPIKES MOVE OVER PAD →
Timing:

EPISODE # 1025-180
Production :

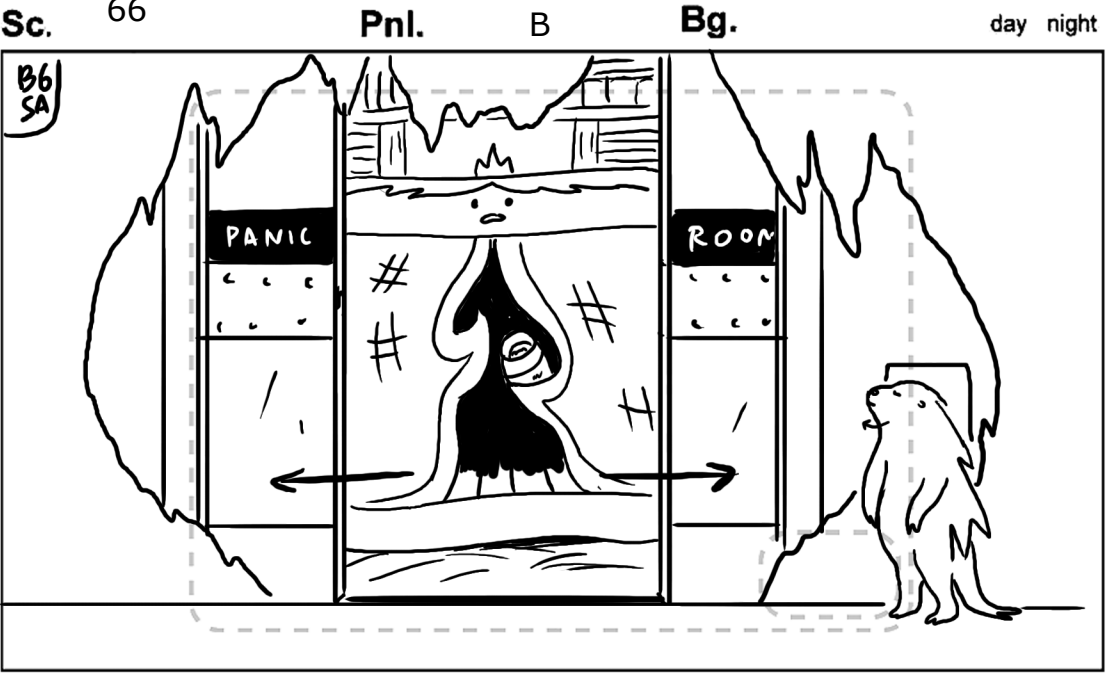
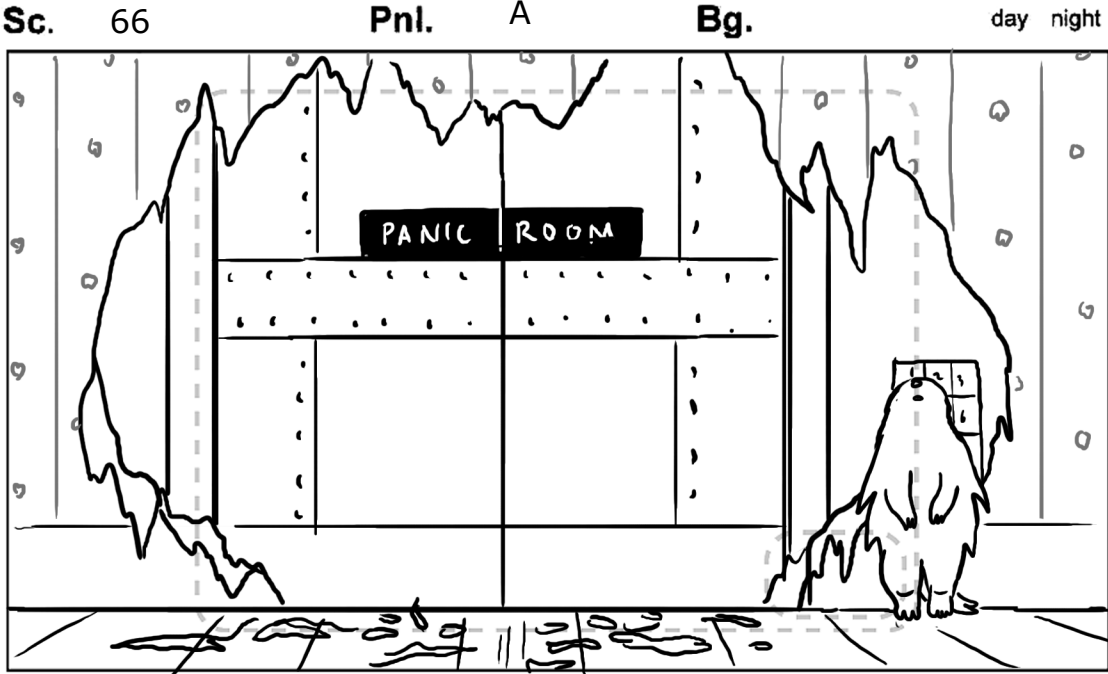
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



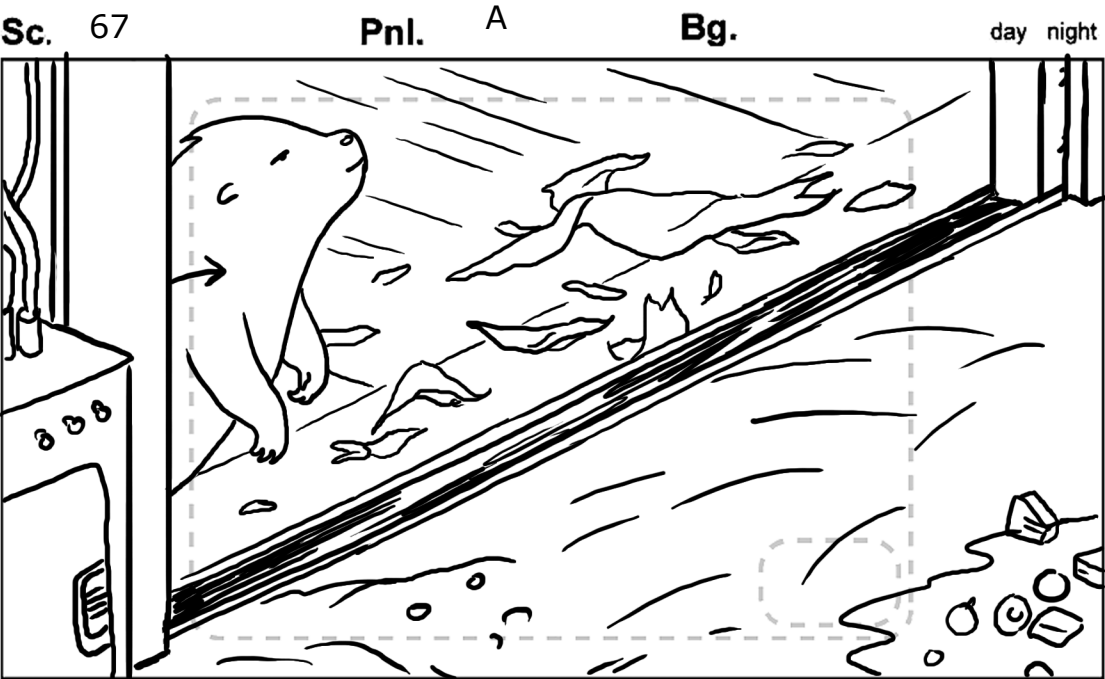
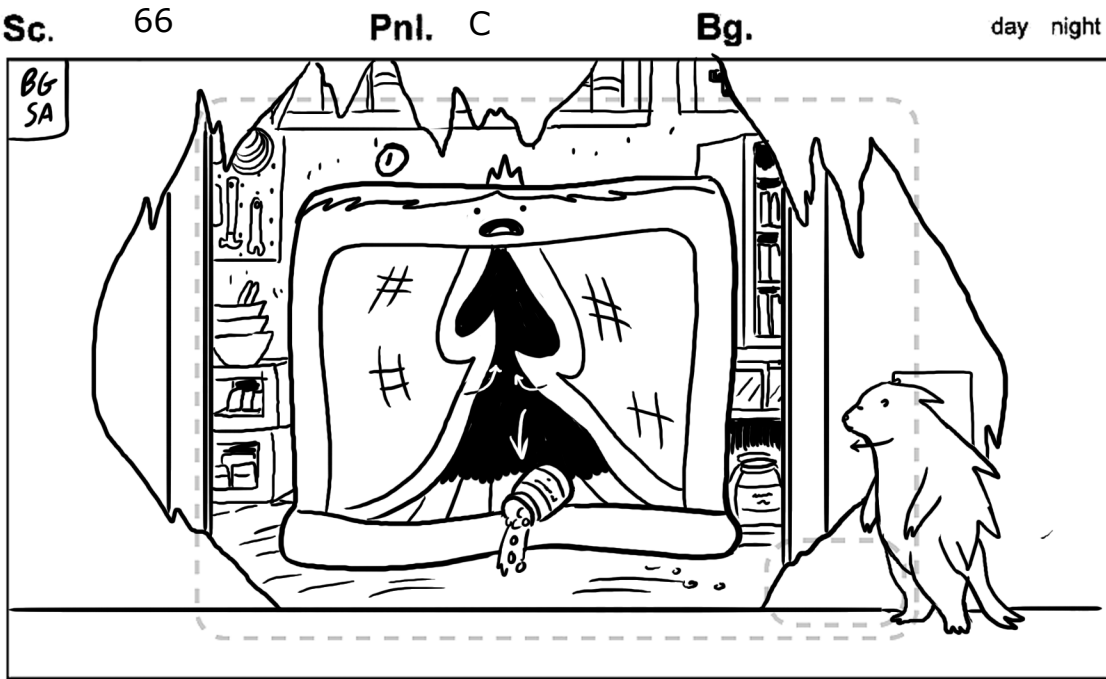
Dialog:	SFX/ ALARM	
Action:	PP SPIKES MOVE OVER PAD	SPIKES PUSH EXACT COMBO
Timing:		

ADVENTURE TIME



Dialog:	
Action:	-DOORS OPEN FAST
Timing:	

ADVENTURE TIME



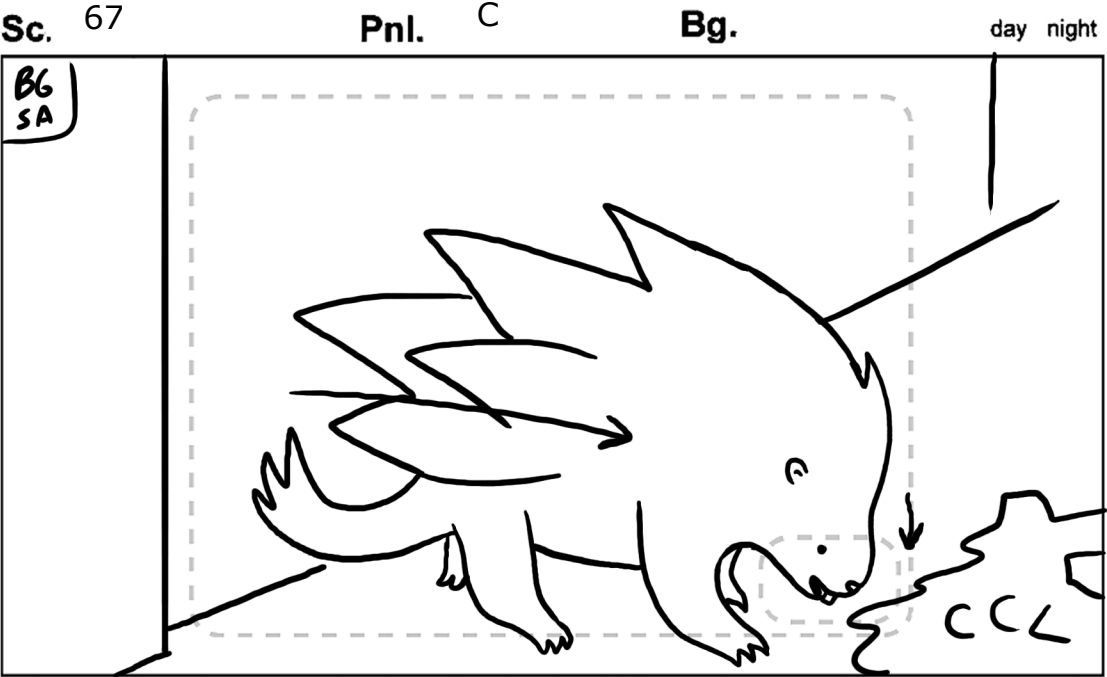
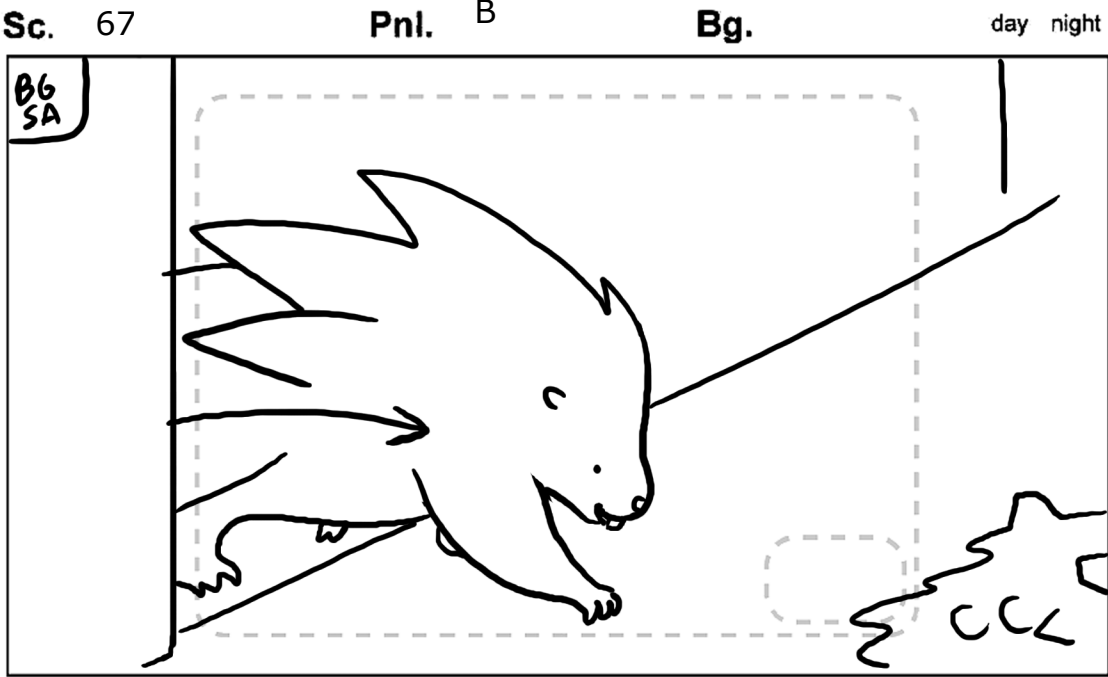
Dialog:	(BHP) / GASP / SCREAM
Action:	BHP DROPS FRUIT SALAD
Timing:	

②

PP LOOKS AROUND CORNER

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p>Ⓟ/(HAPPY SOUNDS) →</p>	
Action:	<p>PP SEES FRUIT SALAD, MOVES IN</p>	<p>PP MOVES TO F.S.</p>
Timing:		

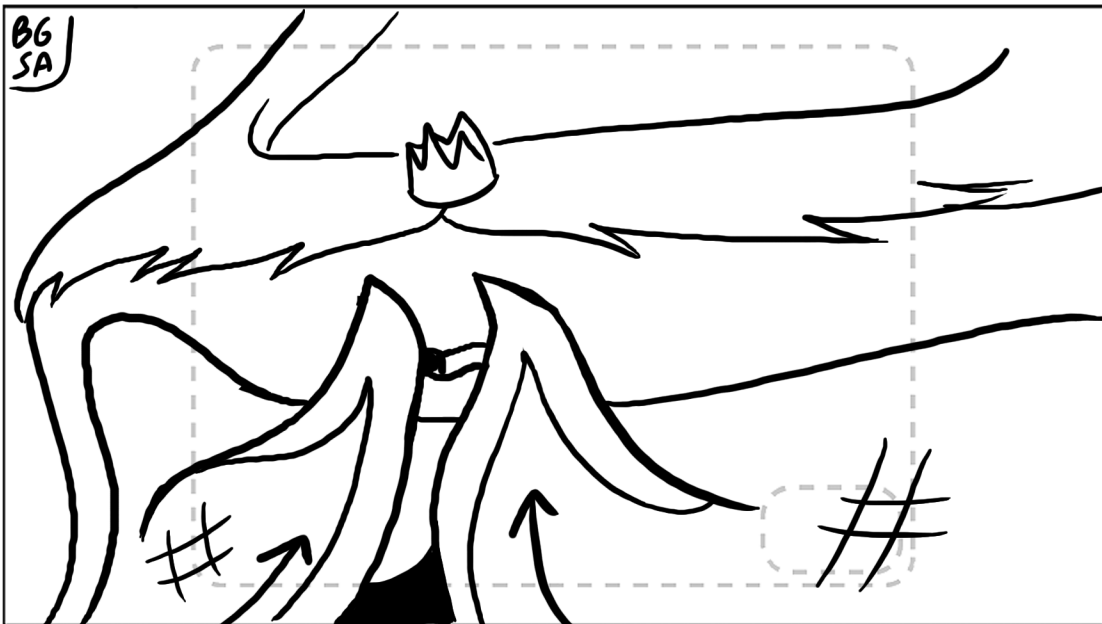
ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night



Sc. 68 Pnl. B Bg. day night



Dialog:	(O.S.) (PP) / (HAPPY PP GORGING SOUNDS) —————→
	(BHP) / AAAAA... —————→ AAAAAHHHH!!!
Action:	COVERS EYES QUICKLY
Timing:	

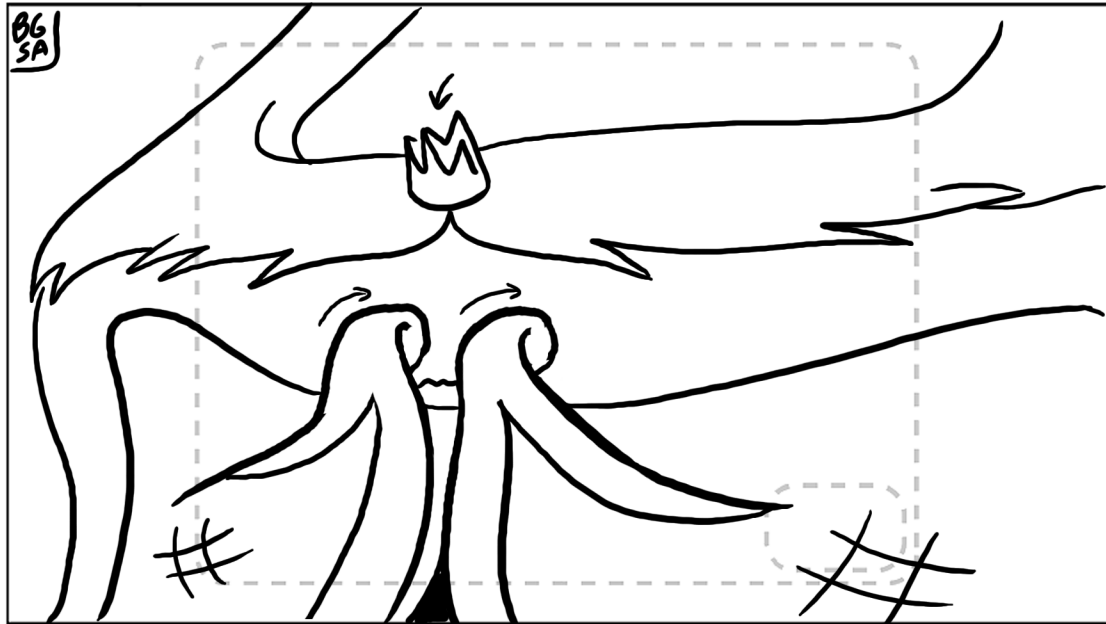
EPISODE # 1025-180 Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

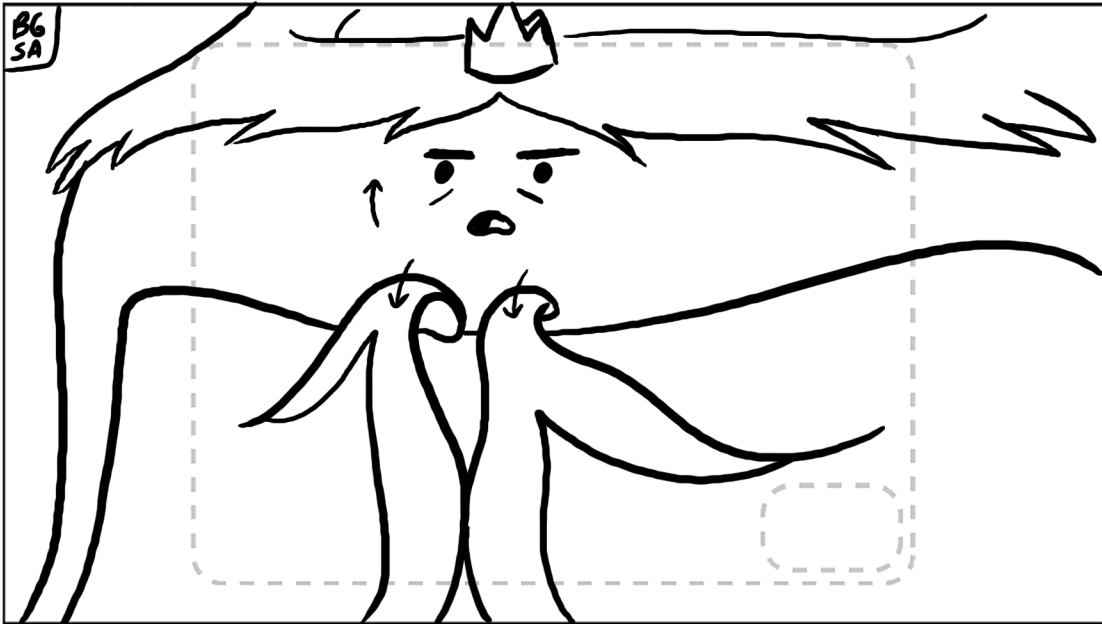
ADVENTURE TIME



Sc. 68 Pnl. C Bg. day night



Sc. 68 Pnl. D Bg. day night



Dialog:

(O.S.) (PP) / (HAPPY PP GORGING SOUNDS) —————>

<beat>

(BHP) / (RESOLVED) BOUNCEHOUSE PRINCESS.
YOU LISTEN TO ME

Action:

ROLLS HANDS INTO BALLS

— LIFTS HEAD, LOOKS FORWARD
— LOWERS / UNCLENCHES FISTS

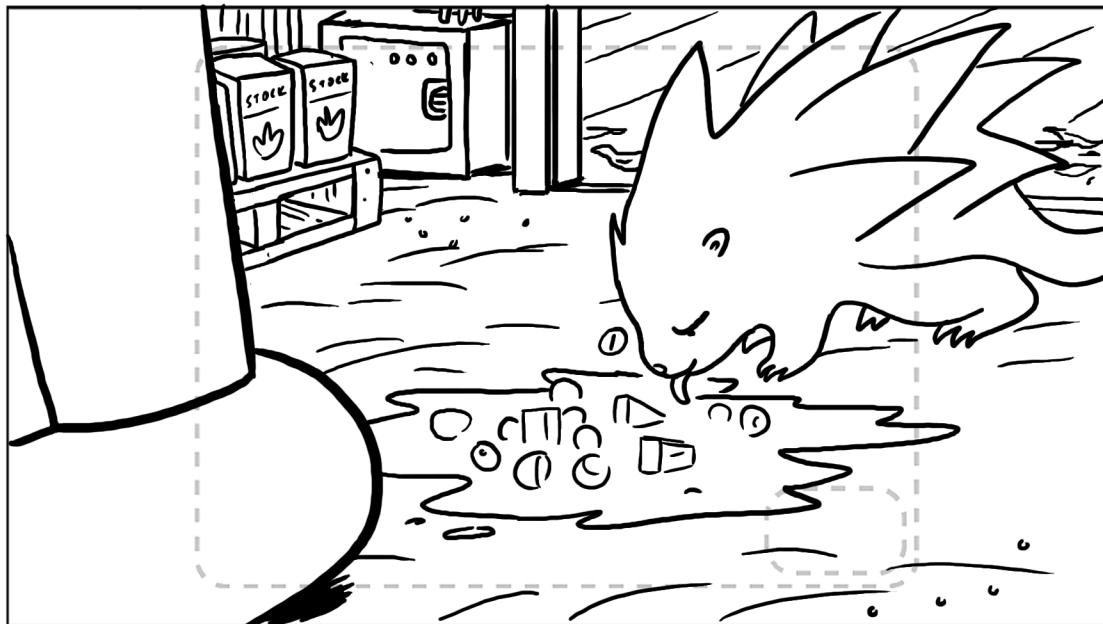
Timing:

ADVENTURE TIME



Page 95

Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog: (O.S.) (BHP) / ARE YOU GOING TO SHUT YOURSELF
OFF FROM OTHER PEOPLE FOREVER...?

(BHP) / I MEAN, HE OR SHE COULD
BE REALLY NICE...

(PP) / (HAPPY PP GORGING SOUNDS)

Action:
PP LICKING F.S. SYRUP
(CYCLE ①②①②)

Timing:

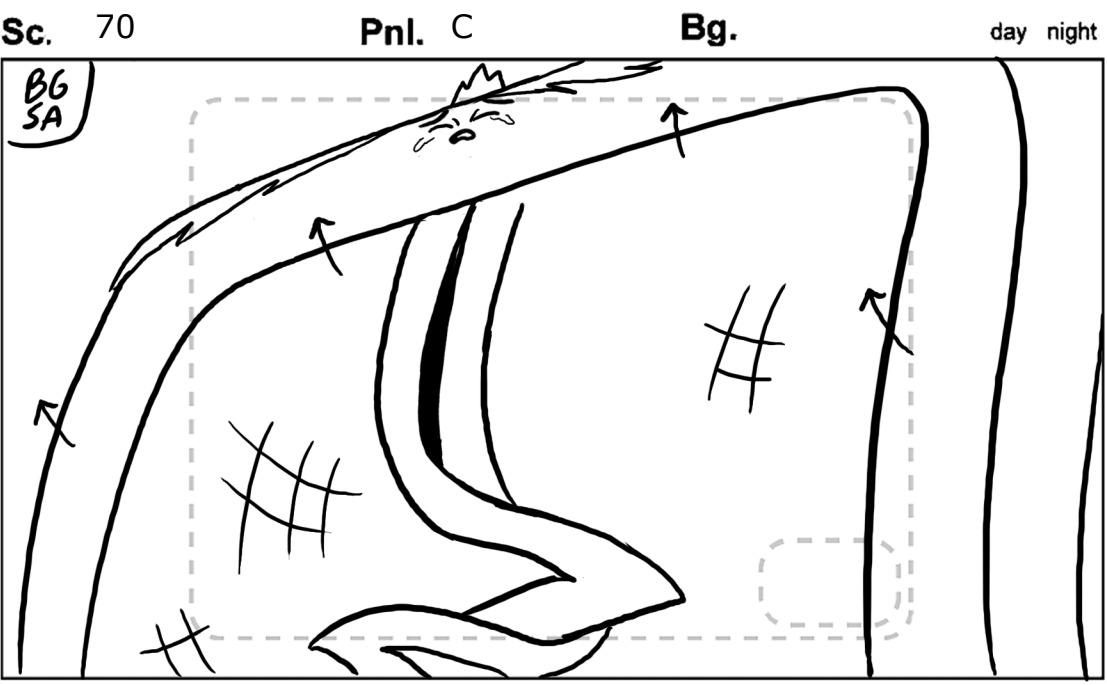
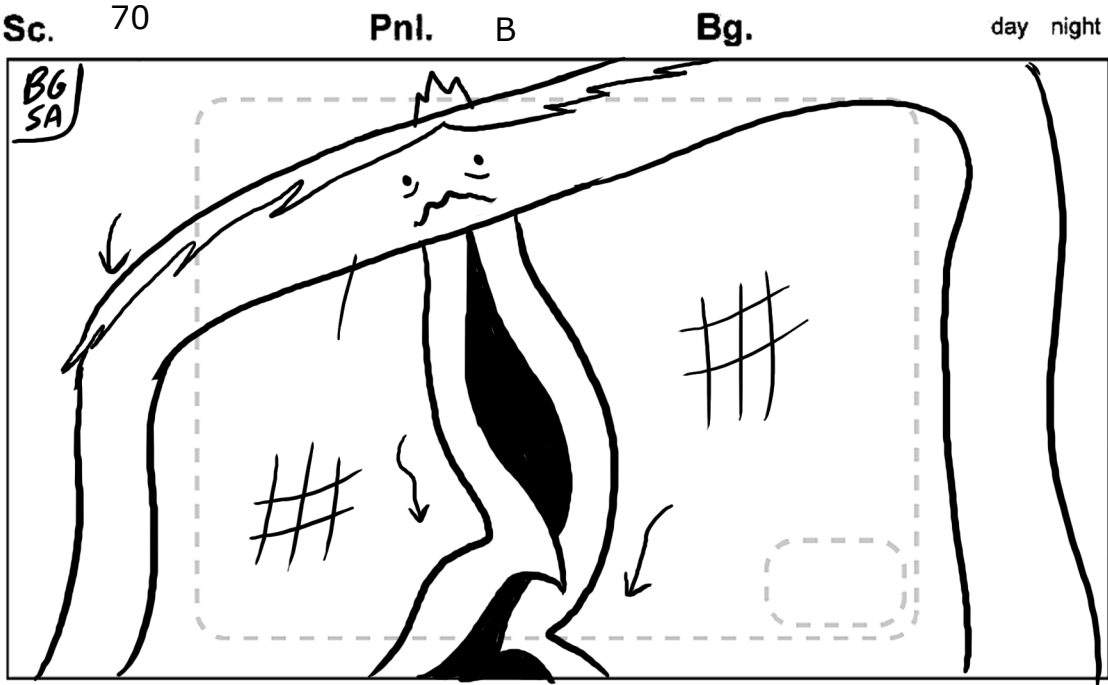


EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<p><BEAT></p> <p>Ⓟ/(HAPPY PP GORGING SOUNDS) → Ⓟ/(SOFTLY) M-M-MAYBE IF I STAY VERY STILL... →</p>	
Action:	BHP 'MELTING'	"INHALES", EYES SQUEEZE SHUT/TEAR UP
Timing:		

ADVENTURE TIME



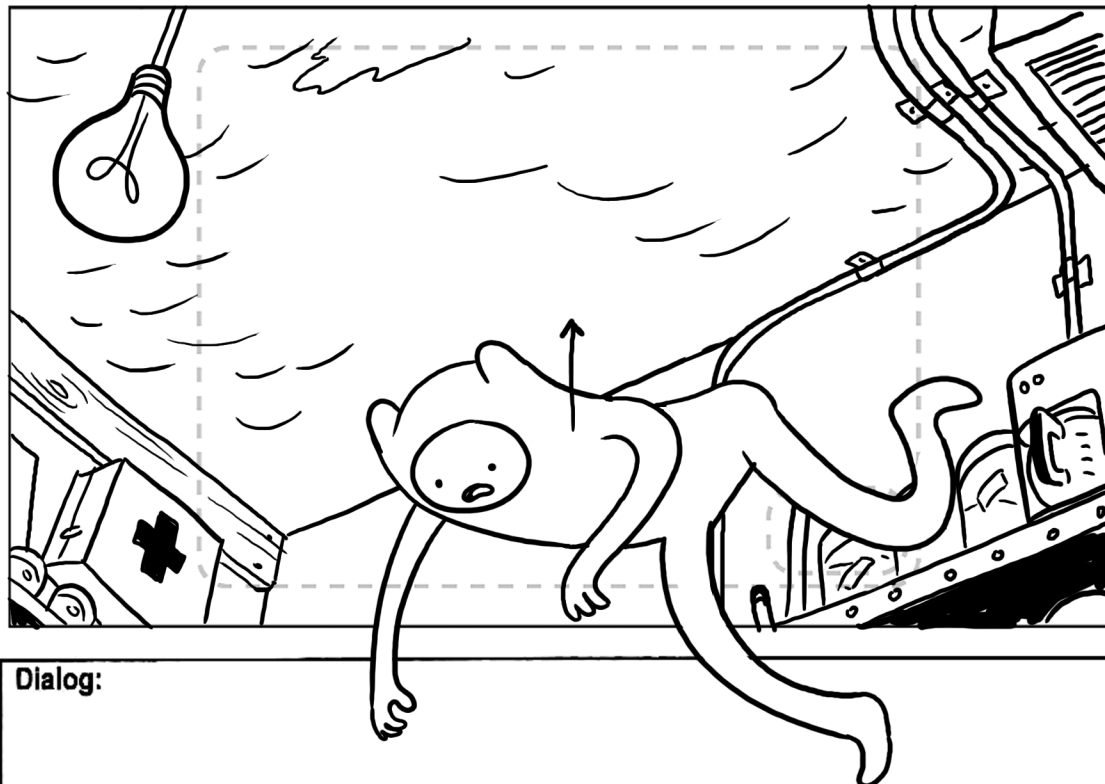
Page 97

Sc. 71

Pnl. A

Bg.

day night



Dialog:

(BHP) / ... IT'LL JUST ... →

Action:

F FLOATS UP

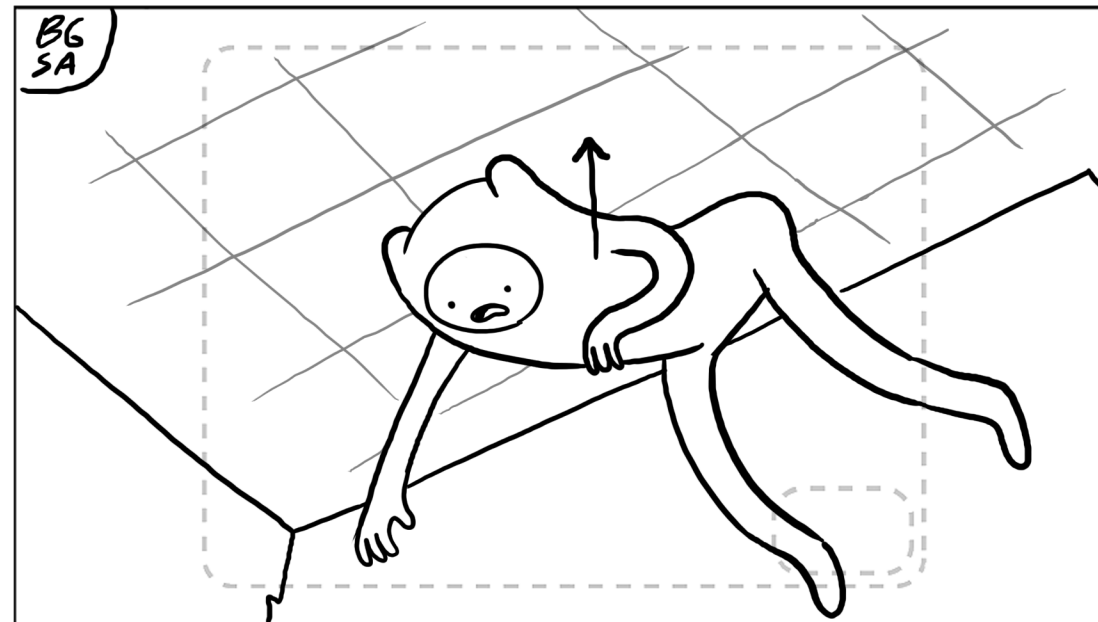
Timing:

Sc. 71

Pnl. B

Bg.

day night



1025-180

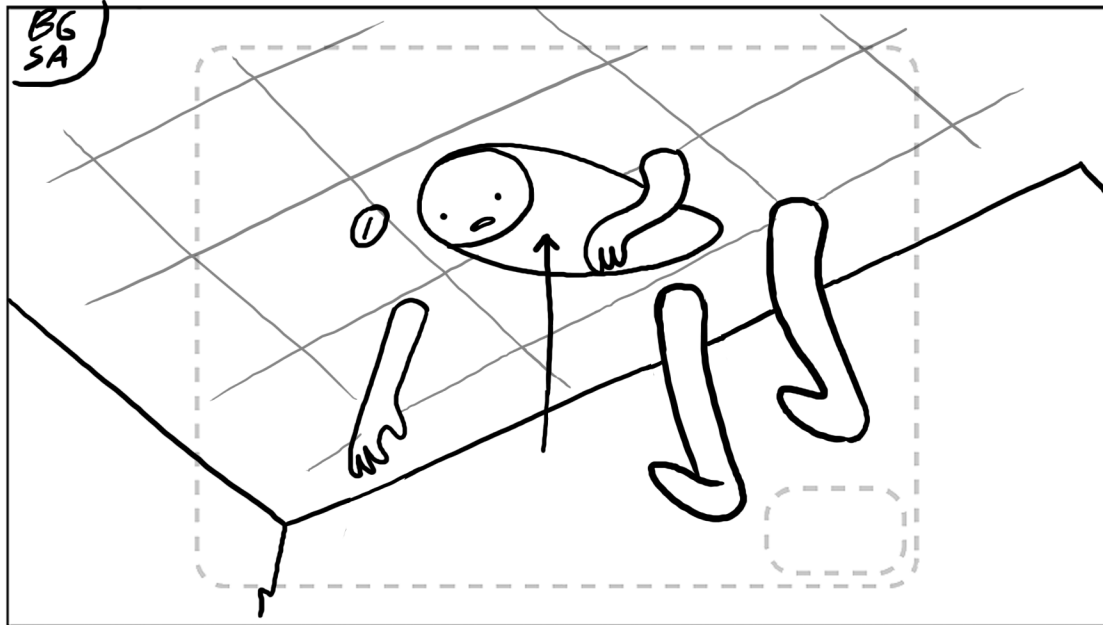
EPISODE #

Production :

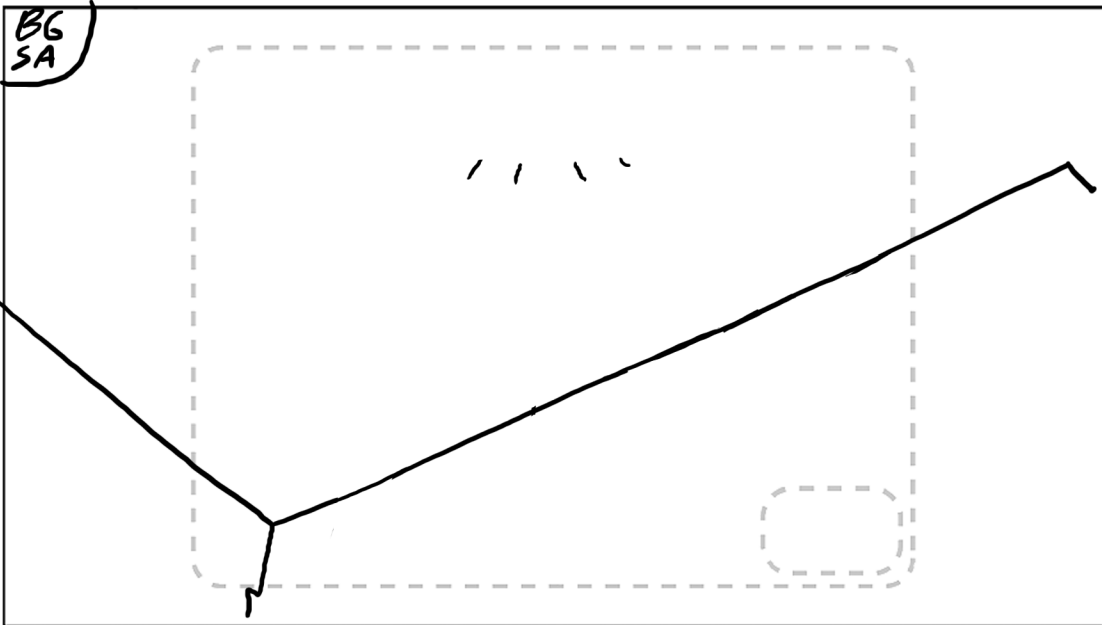
ADVENTURE TIME



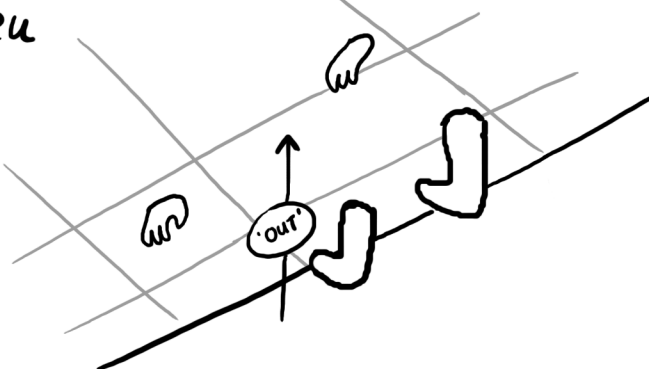
Sc. 71 Pnl. C Bg. day night



Sc. 71 Pnl. D Bg. day night



Dialog:	
(BHP) ... GO AWAY...	SEX/POP!
Action:	
F GOES THRU CEILING	FINN COMPLETELY OUT
Timing:	



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



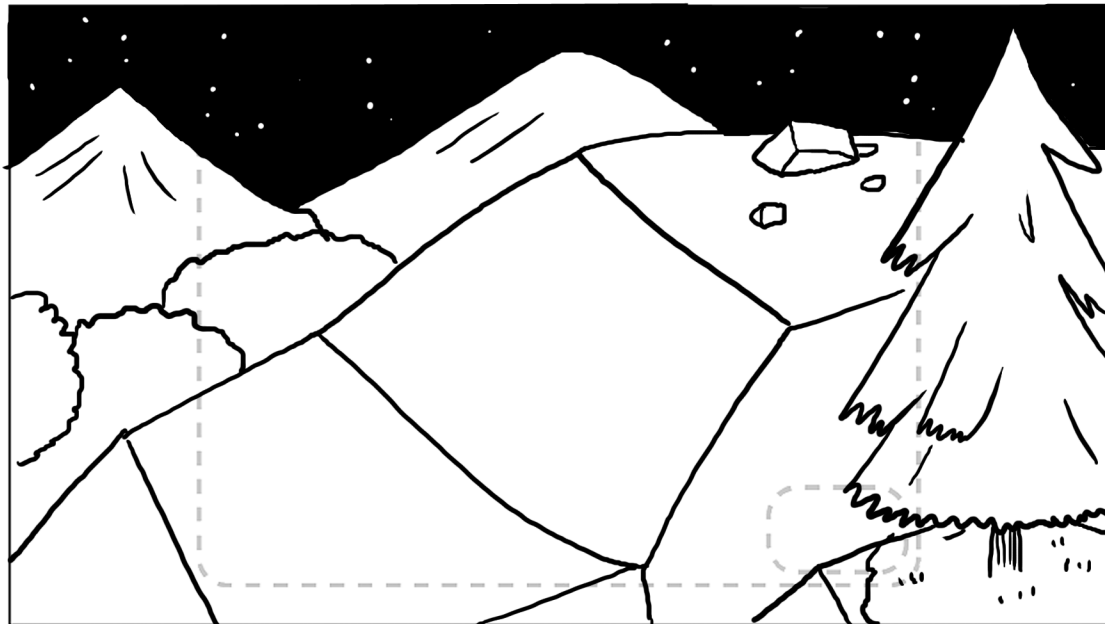
Page 99

Sc. 72

Pnl. A

Bg.

day night

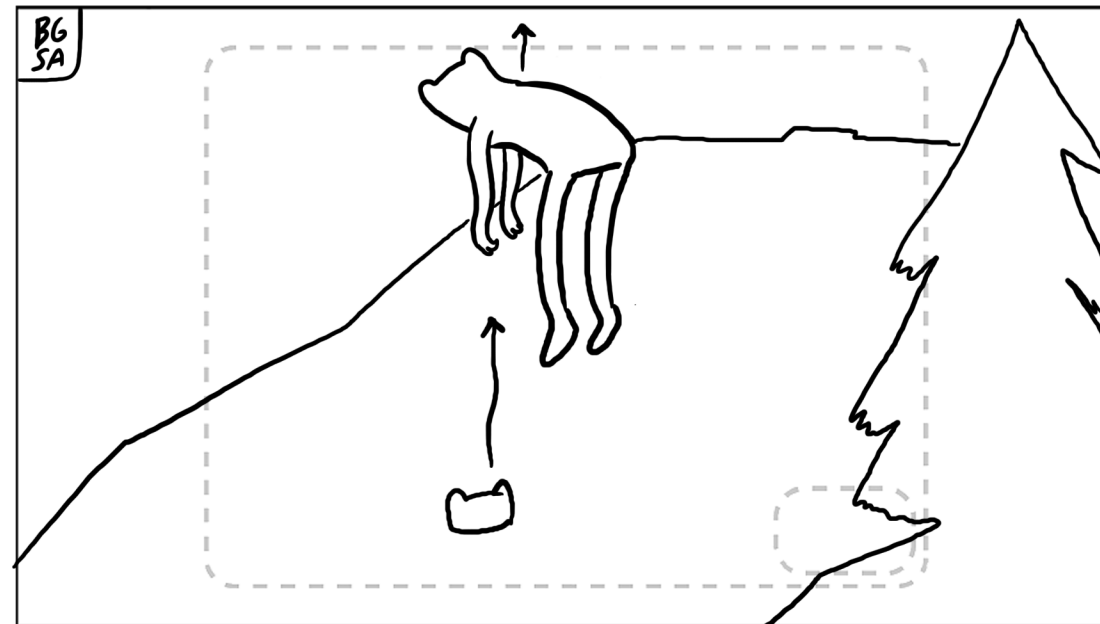


Sc. 72

Pnl. B

Bg.

day night



Dialog:

Ⓕ/ GOSH, I HOPE BHP'S OK.
'FEEL BAD FOR JUST SPLITIN'
LIKE THAT... →

Action:

- F APPEARS THRU ROCK
- FLOATS UP

Timing:

EPISODE # 1025-180

Production :

AN →

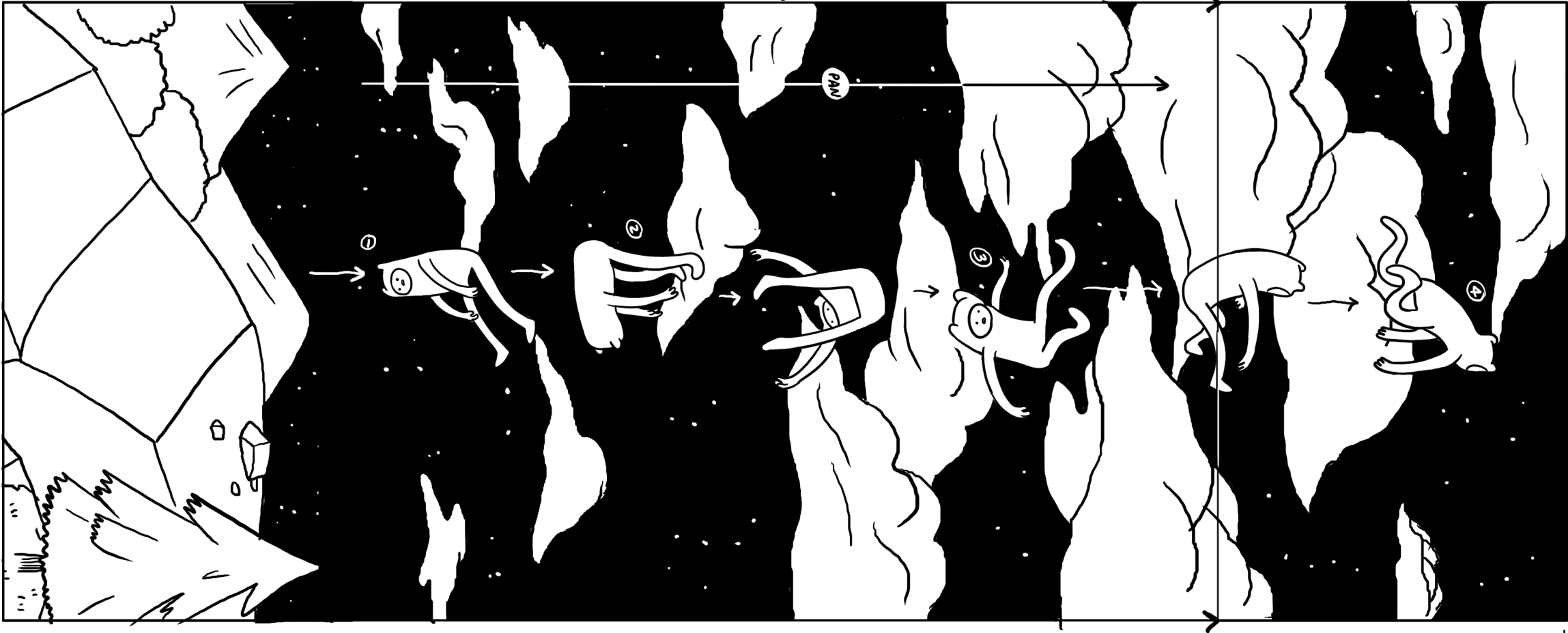
ADVENTURE TIME



Sc. 72

Pnl. C

Page 100



Dialog:

① MAYBE THEY
SORTED IT OUT →

② THEY COULD
HAVE STUFF
IN COMMON →

③ Y'NEVER KNOW
UNTIL YOU SPEAK
TO THE PERSON →

④ THAT SPIKY GUY
WAS KINDA PUSHY,
THO

⑤ OH HEY.
CLOUD KINGDOM

Action:

PAN UP ————— (AS FINN FLOATS UP,
MORE CLOUDS/DENSER) —————→

THUMPING MUSIC, LIGHTS,
EMANATING FROM
CLOUD IN DISTANCE

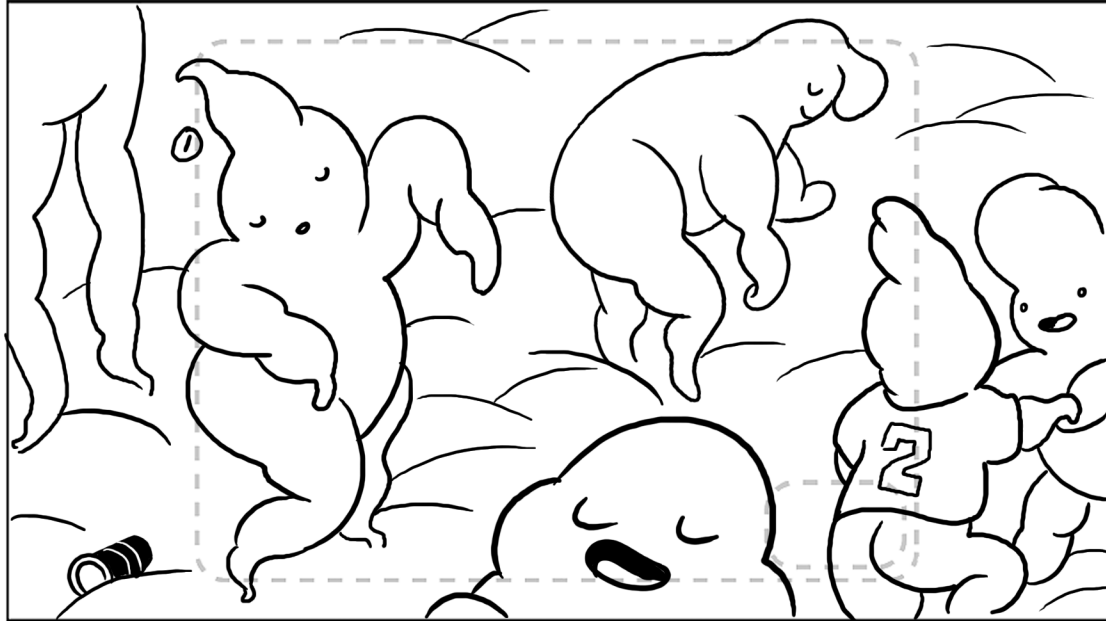
EPISODE # 1025-180

Production :

ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



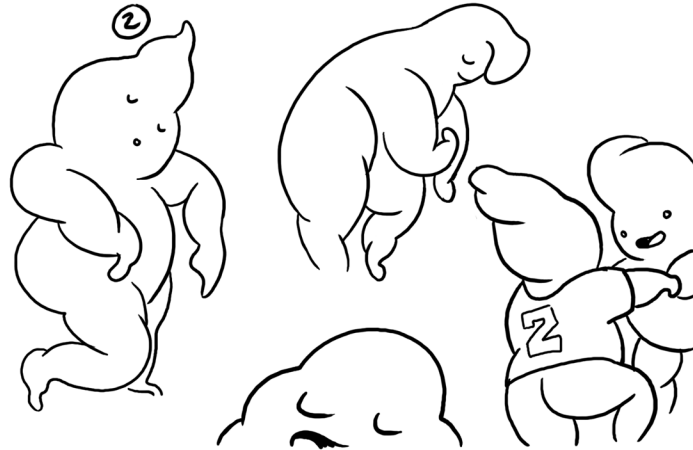
Sc. 73 Pnl. B Bg. day night



Dialog: SFX/LOUD MUSIC,
PARTY SOUNDS

Action:
DANCING CLOUD
PEOPLE
(CYCLE 1@1@2)

Timing:



DANCING CLOUD
PEOPLE
(CYCLE 1@1@2)



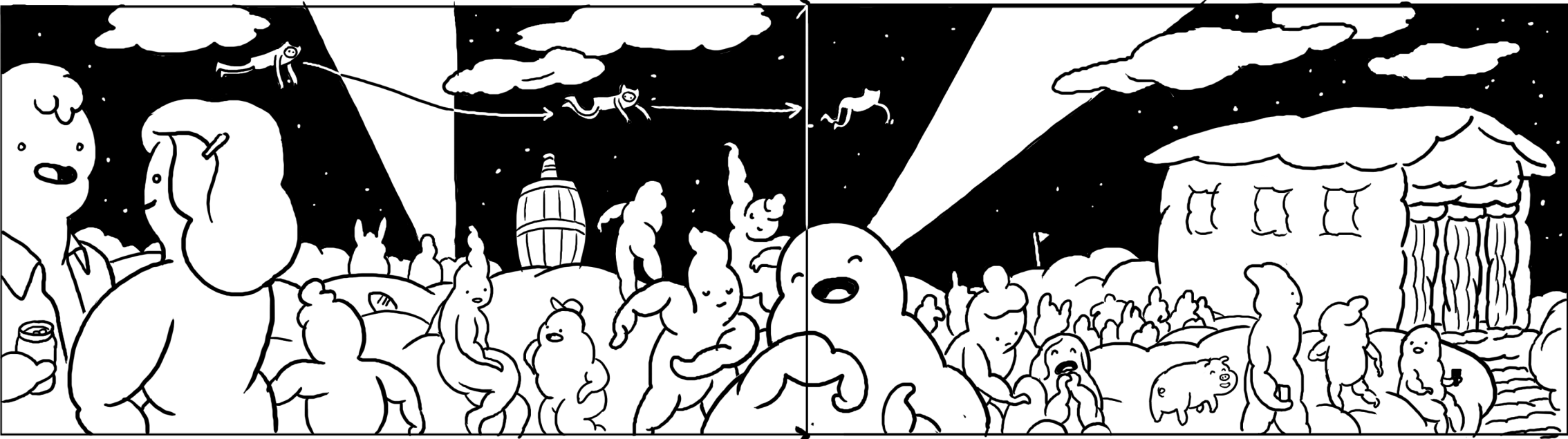
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 74 Pnl. A

PAN



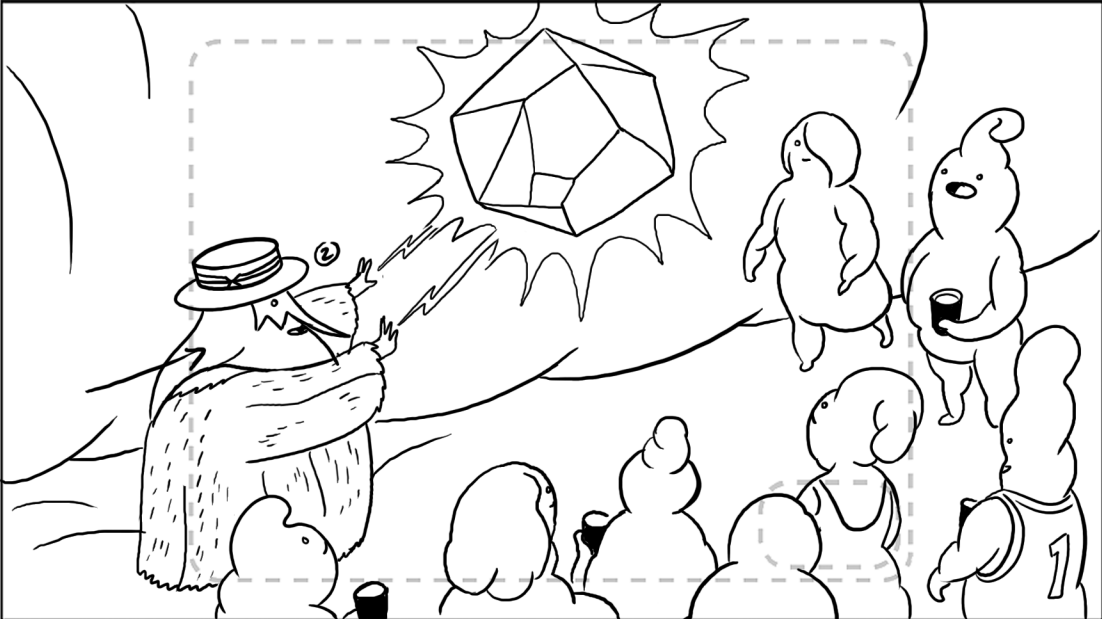
Dialog:	SFX/ MUSIC, PARTY SOUNDS
Action:	PAN RIGHT — (FINN FLOATS ABOVE PARTY) —>
Timing:	

EPISODE # 1025-180
Production :

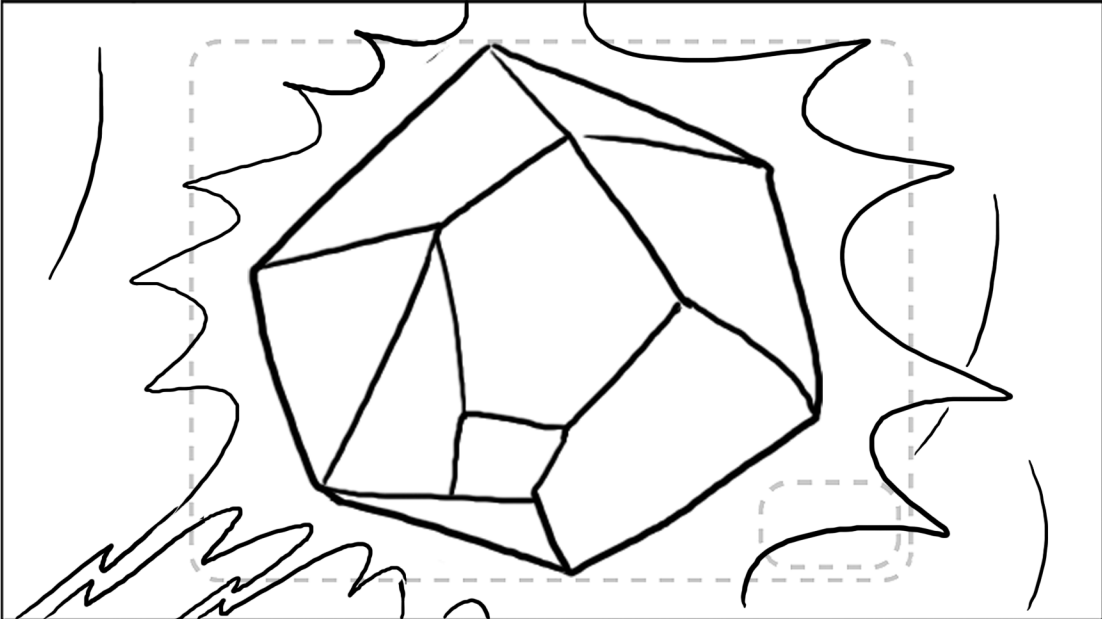
ADVENTURE TIME




Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



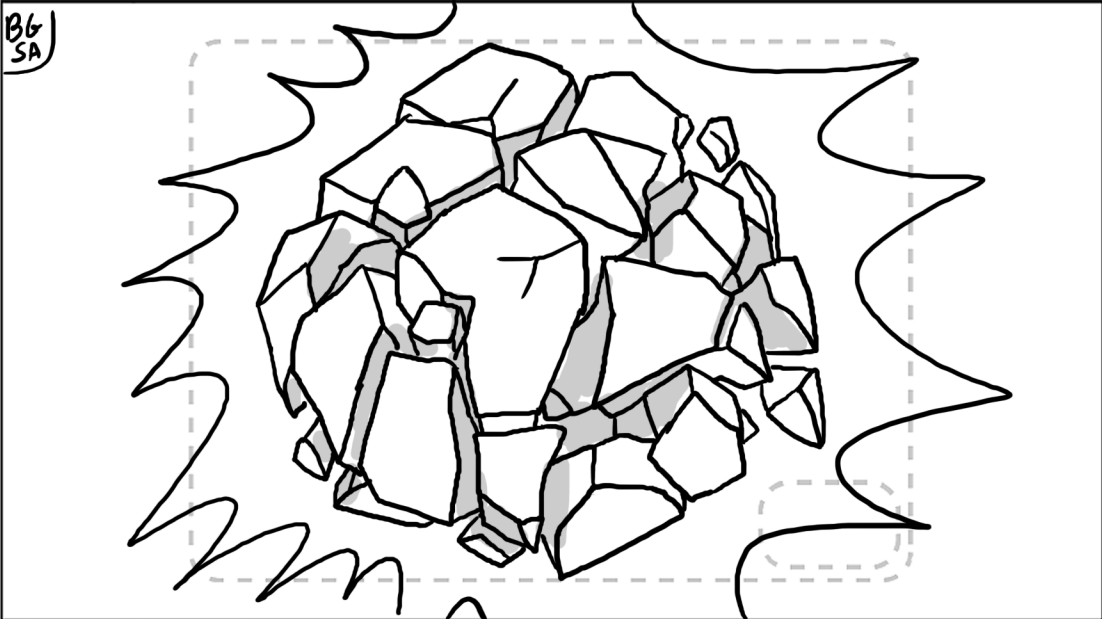
Dialog: (O.S.) ①/ ICE KING?!	
Action: ① - ICE BLOCK HOVERS ② - IK SHOOTS LASER	
Timing:	

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

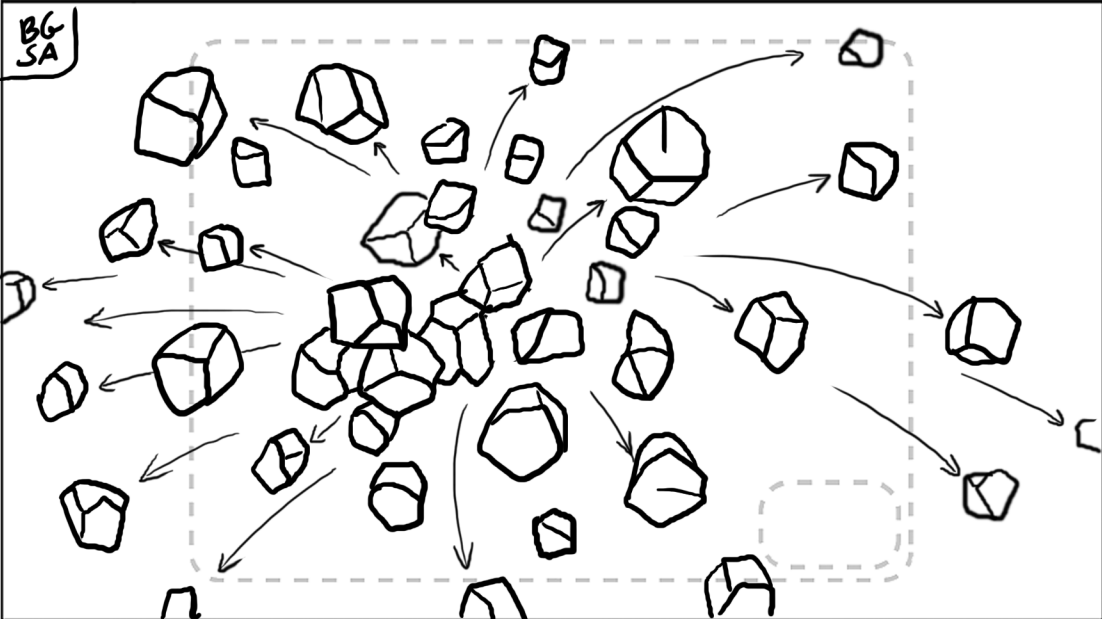
ADVENTURE TIME



Sc. 76 Pnl. B Bg. day night



Sc. 76 Pnl. C Bg. day night

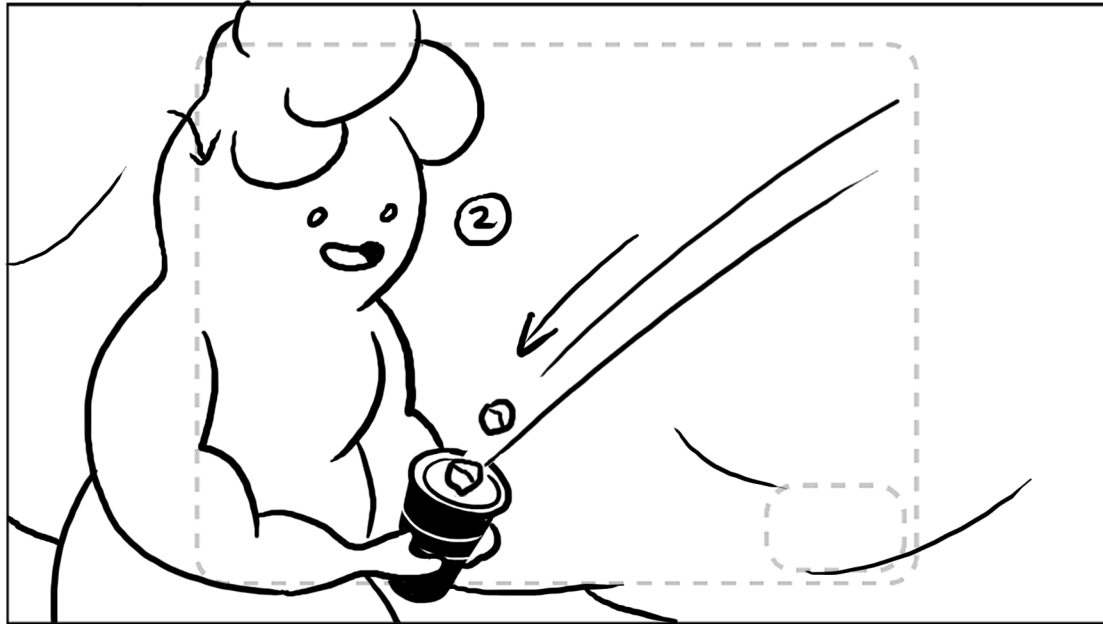


Dialog:	SFX/ CRACK!	
Action:	BLOCK SHATTERS	CUBES FLY IN ALL DIRECTIONS
Timing:		

ADVENTURE TIME



Sc. 77 Pnl. A Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:

Action:

Timing:

CUBES FLY
INTO CUP



(1K) I GUESS THERE ARE SOME COOL
PEOPLE HERE. (2) MUSIC'S A LITTLE
LOUD BUT THE PUNCH IS TOP DRAWER!



EPISODE # 1025-180

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 106

Sc. 79 Pnl. A Bg. day night



Sc. 79 Pnl. B Bg. day night



Dialog:	(IK) / HEY, YOU SHOULD COME TO ONE OF MY PARTIES SOMETIME! →	(IK) / I'M FRIENDS WITH SOME PRETTY COOL PEOPLE TOO, Y'KNOW
Action:	- CLOUDGIRL LOOKS AROUND - FINN ENTERS	
Timing:		

EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

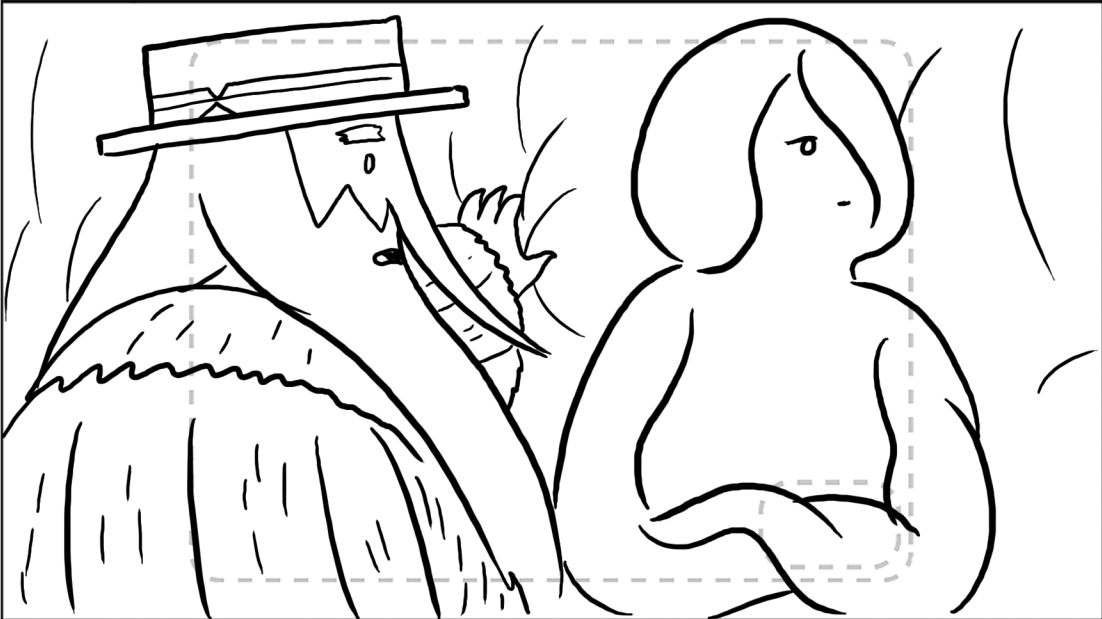
ADVENTURE TIME



Sc. 79 Pnl. C Bg. day night



Sc. 80 Pnl. A Bg. day night



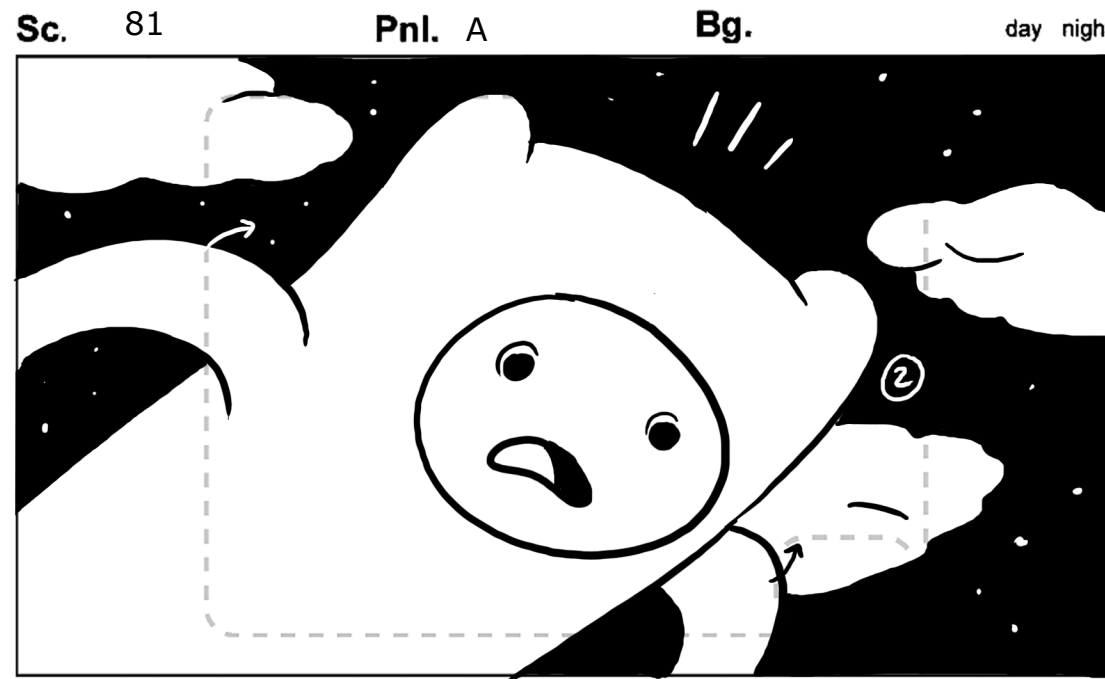
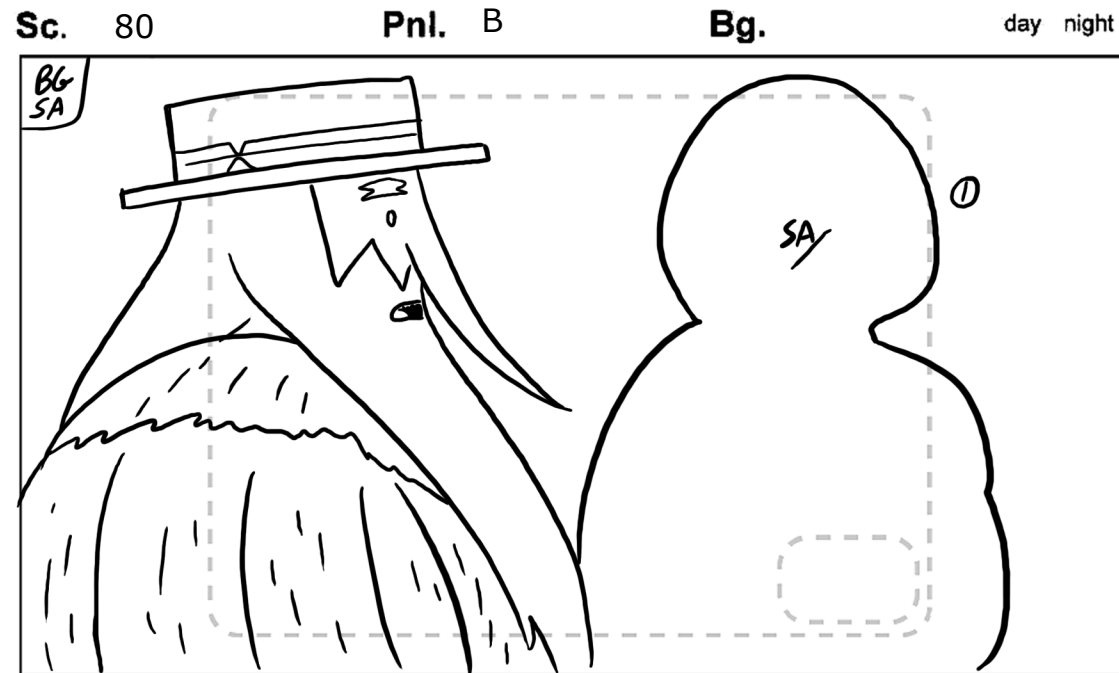
Dialog:
<div>CG / (INDIFFERENT) UH-HUH. WHO ARE YOUR FRIENDS.</div> <div>IK / UM →</div>
Action:
Timing:

EPISODE # 1025-180
Production :

ADVENTURE TIME



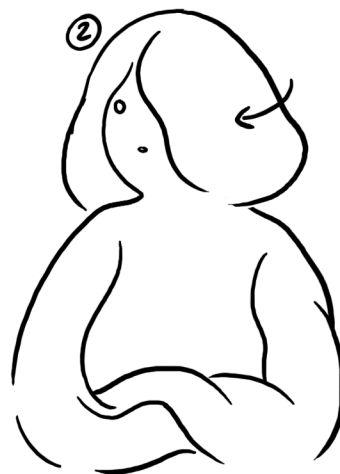
Page 108



Dialog: (1K) LIKE THAT GUY FINN?

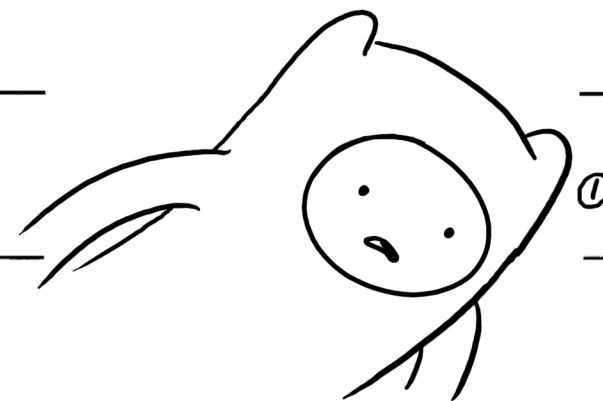
Action: -1K DROPS ARM
-GIRL TURNS 2 AT MENTION OF FINN

Timing:



(O.S.) (1K) / YEAH, FINN AND I ARE PRETTY TIGHT

(F) / GASP!



EPISODE # 1025-180

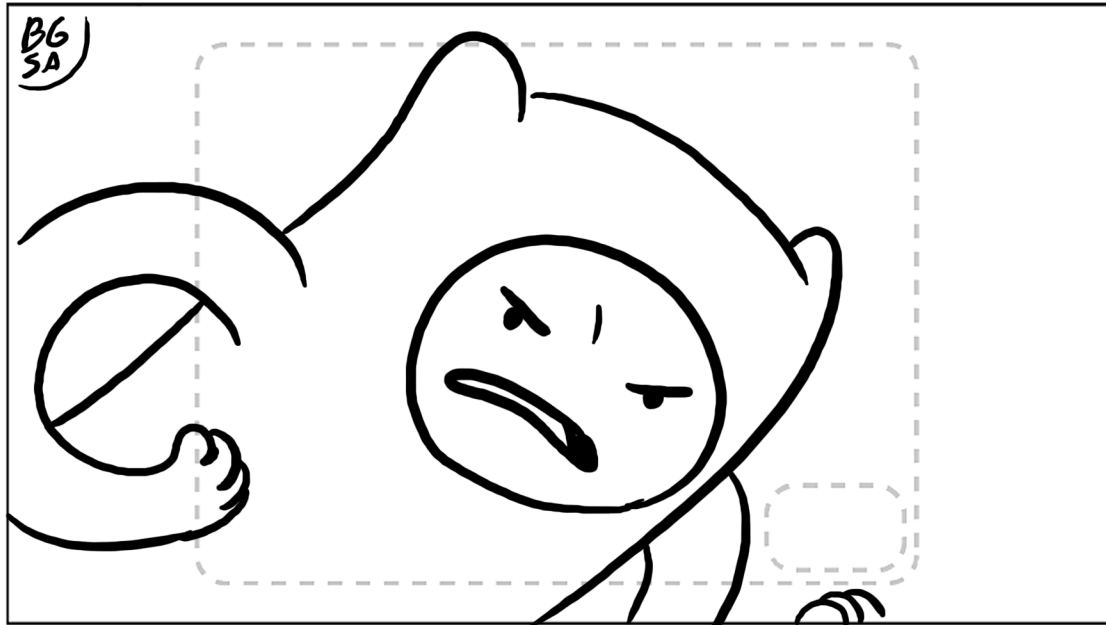
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 81 Pnl. B Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:	(O.S.) (IK) / ACTUALLY, ONCE HE TOLD ME WE WERE 'BESTIES'
	(F) / GRRRR
Action:	CG UNFOLDS ARMS
Timing:	

EPISODE # 1025-180
Production :

ADVENTURE TIME



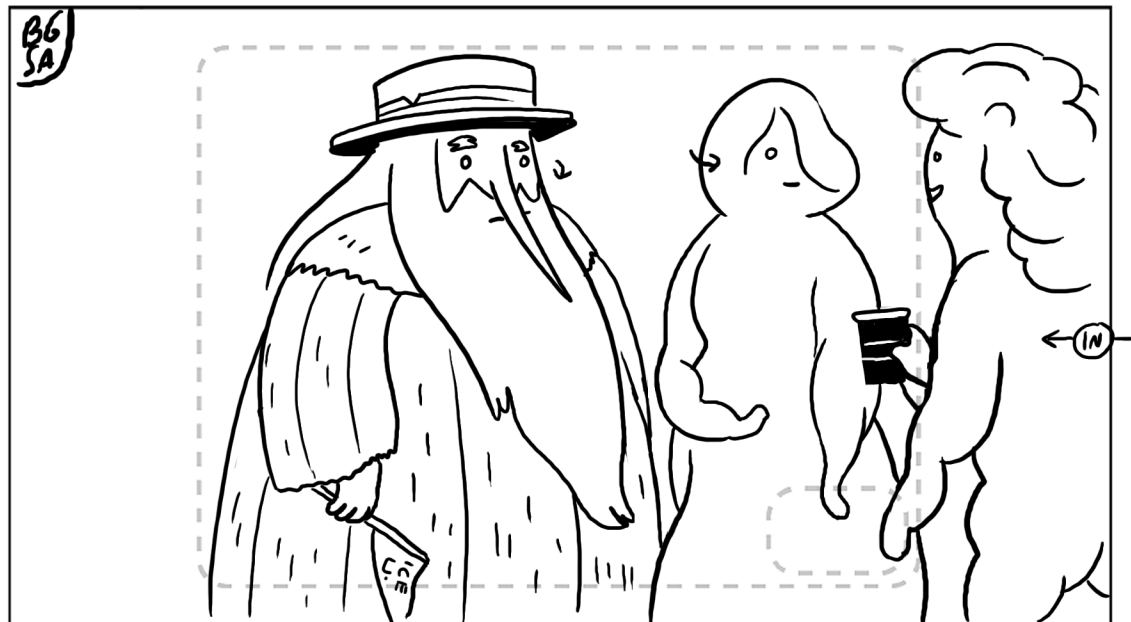
Page 110

Sc. 82

Pnl. B

Bg.

day night

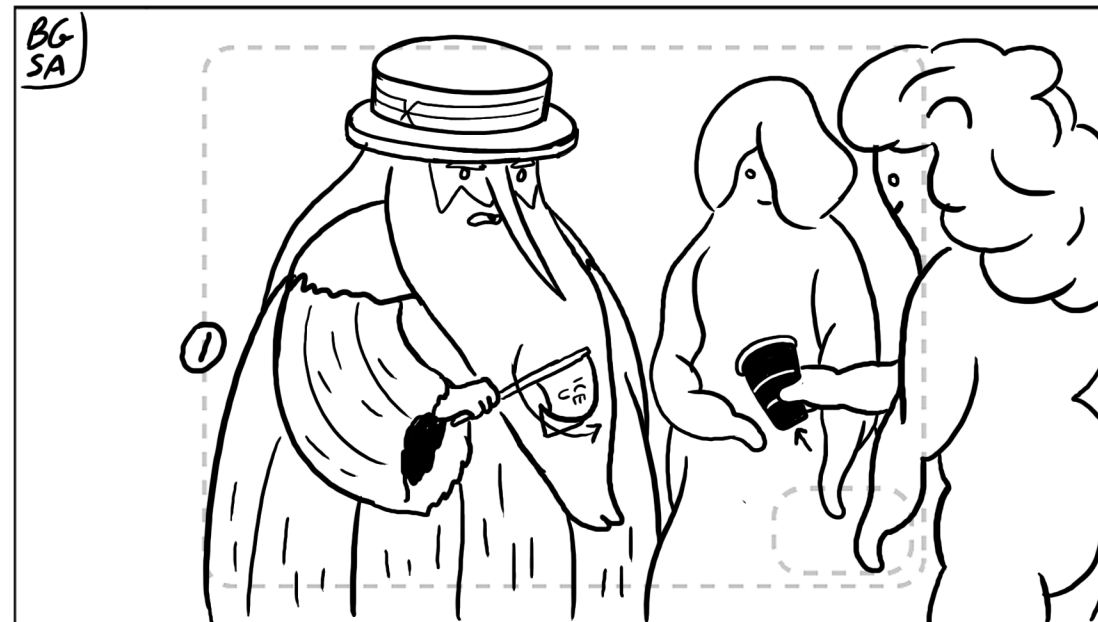


Sc. 82

Pnl. C

Bg.

day night



Dialog:

(CLOUD GIRL #2) / OH, HI, ARE YOU ICE DUDE?

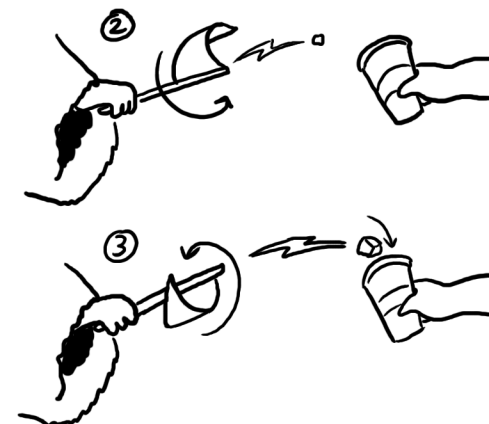
(IK) / THAT'S ME. "ICE DUDE"

Action:

IK + CG TURN TO CG#2

IK TWIRLS PENNANT. ICE POPS INTO CUP

Timing:



EPISODE # 1025-180

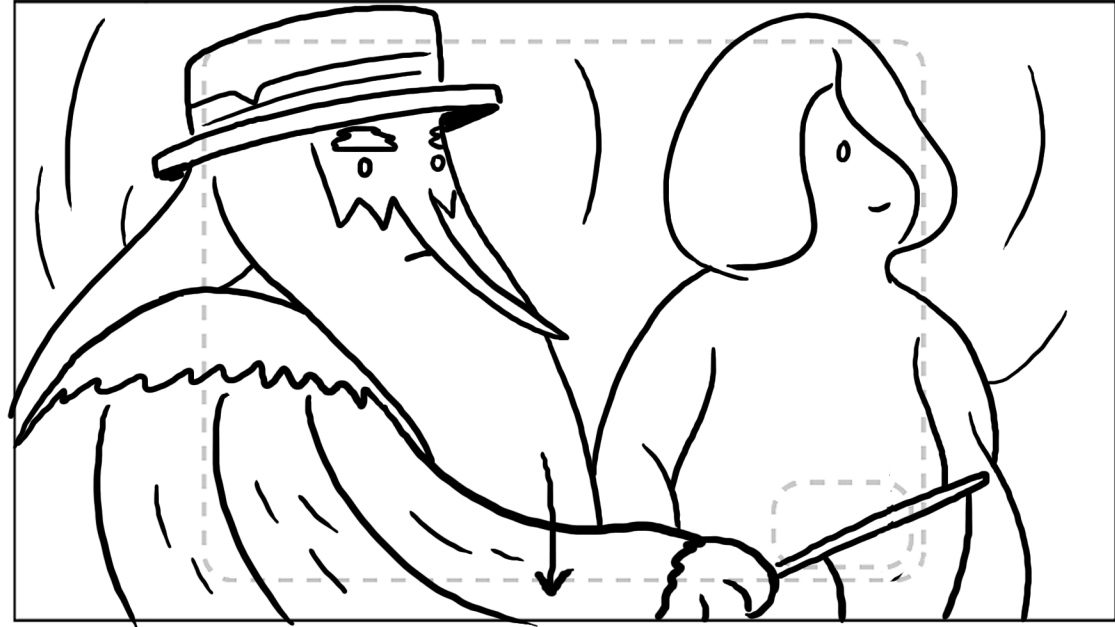
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

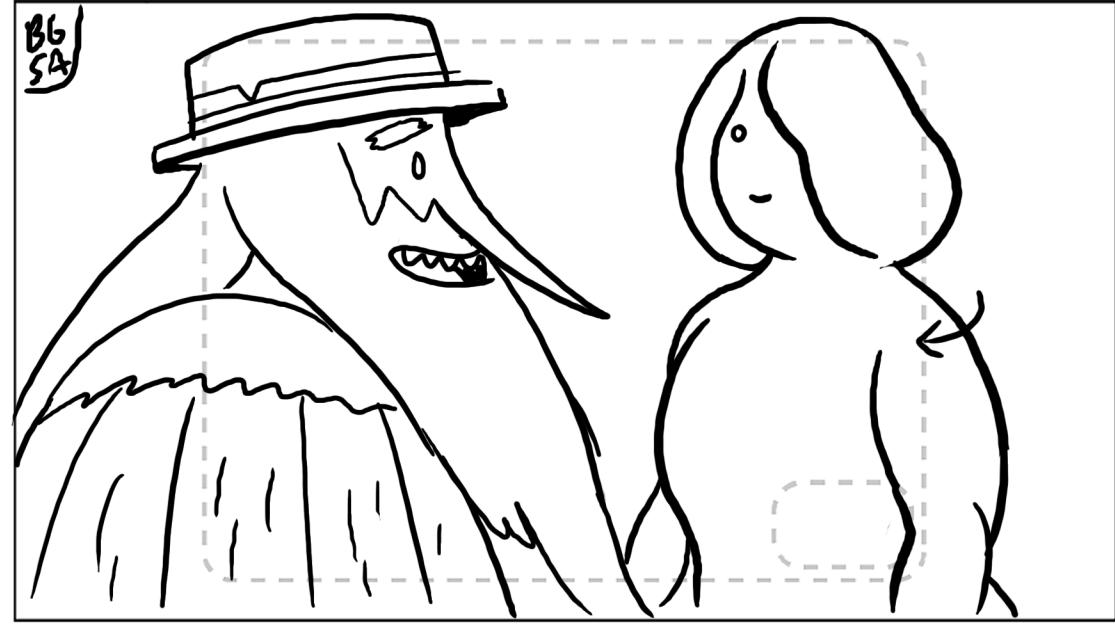
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



Sc. 83 Pnl. B Bg. day night



Dialog:	(IK) SAY, HAVE YOU EVER SEEN THE INSIDE OF AN ICE BEAR CAVE?
Action:	IK LOWERS ARM
Timing:	

EPISODE # 1025-180
Production :

ADVENTURE TIME



Sc. 83 Pnl. C Bg. day night



Sc. 83 Pnl. D Bg. day night



Dialog:	(G) (INTERRUPTS) DID YOU SAY YOU KNOW FINN THE HUMAN?!	(K) UH YEAH —
Action:	ARM REACHES IN	
Timing:		

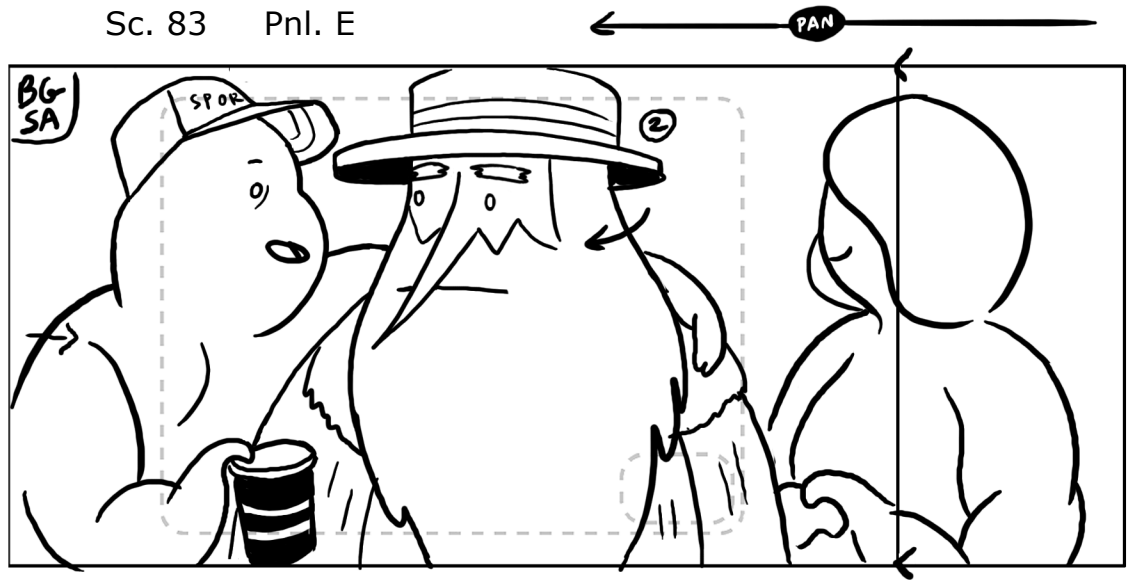
EPISODE # 1025-180
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes. It may not be sold or transferred.

ADVENTURE TIME



Sc. 83 Pnl. E

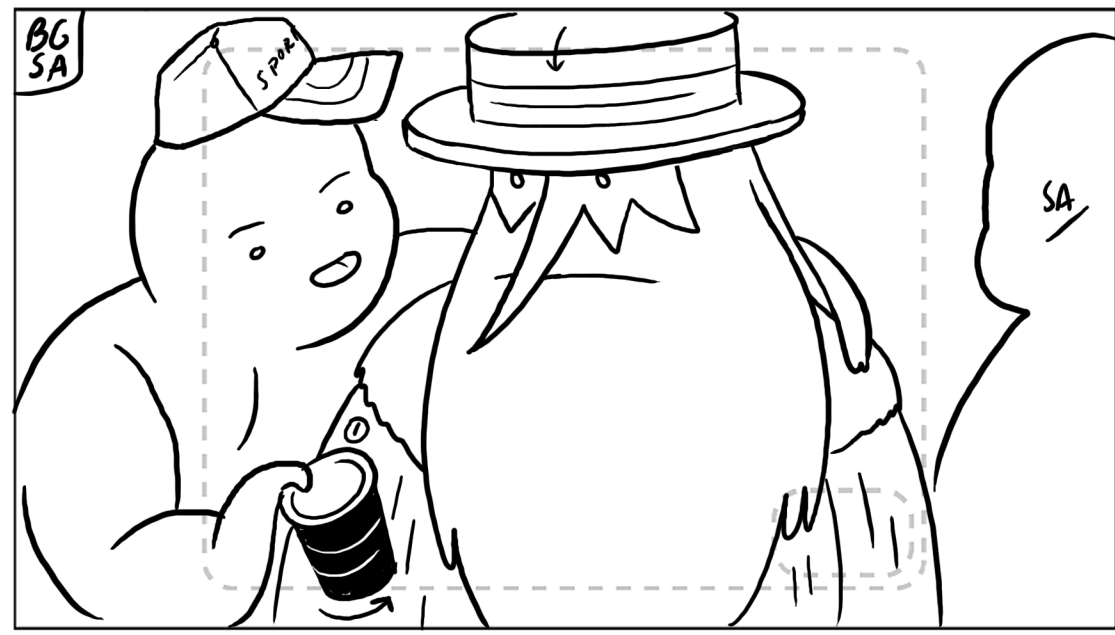


Sc. 83

Pnl. F

Bg.

day night



Dialog:

CLOUD GUY / ① BUD-D-DY ② BUDDY!

Action:

- PAN LEFT AS IK
TURNS TO CLOUDGUY

Timing:

CLOUD GUY / 'CARE TO FRESHEN ME UP?

- GUY WOBBLES CUP
(CYCLE ①②①②)

EPISODE # 1025-180

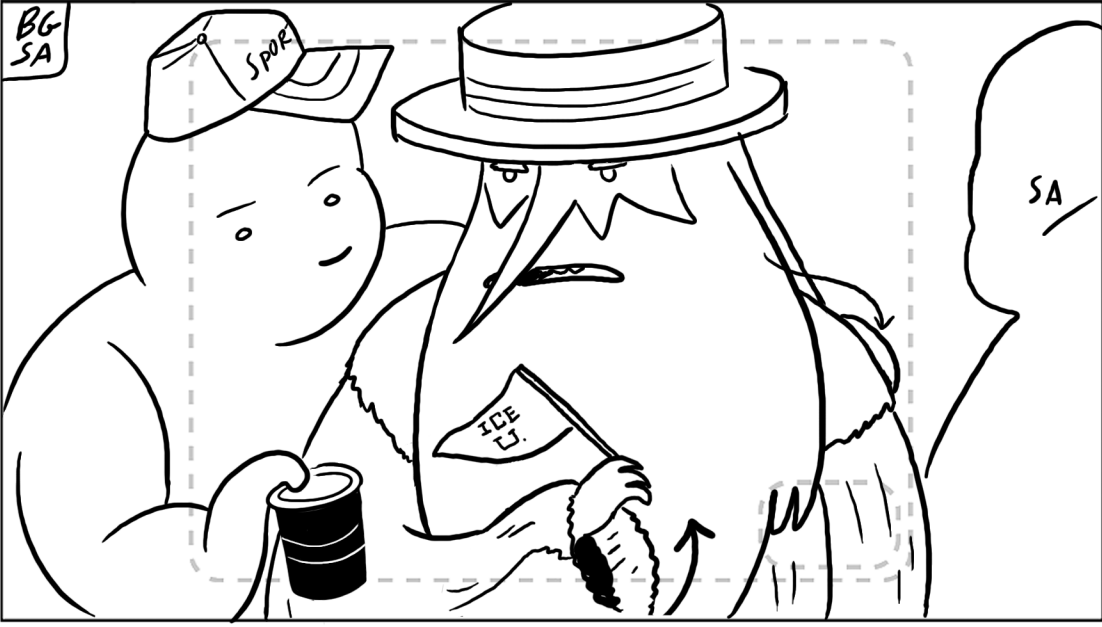
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 83 Pnl. G Bg. day night



Sc. 83 Pnl. H Bg. day night



Dialog:

Ⓚ / YEAH, YEAH →


Ⓚ / NOW SCRAM

Action:

- GUY'S HAND SLIDING OFF

MAKE CUBE WITH JERK OF WRIST

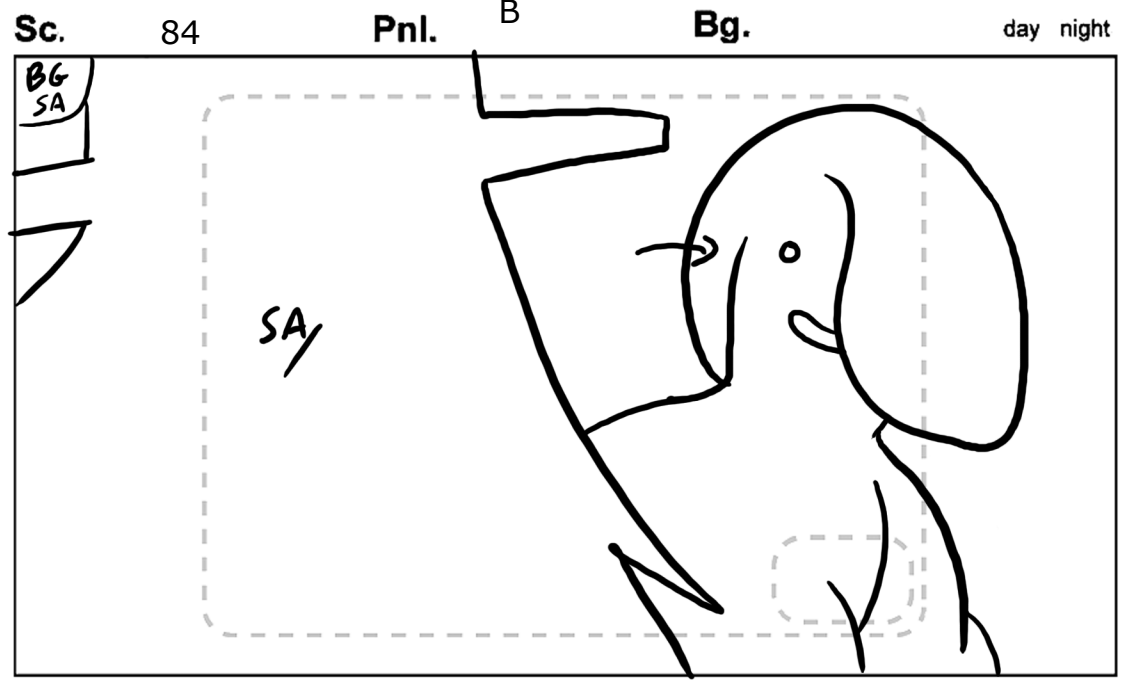
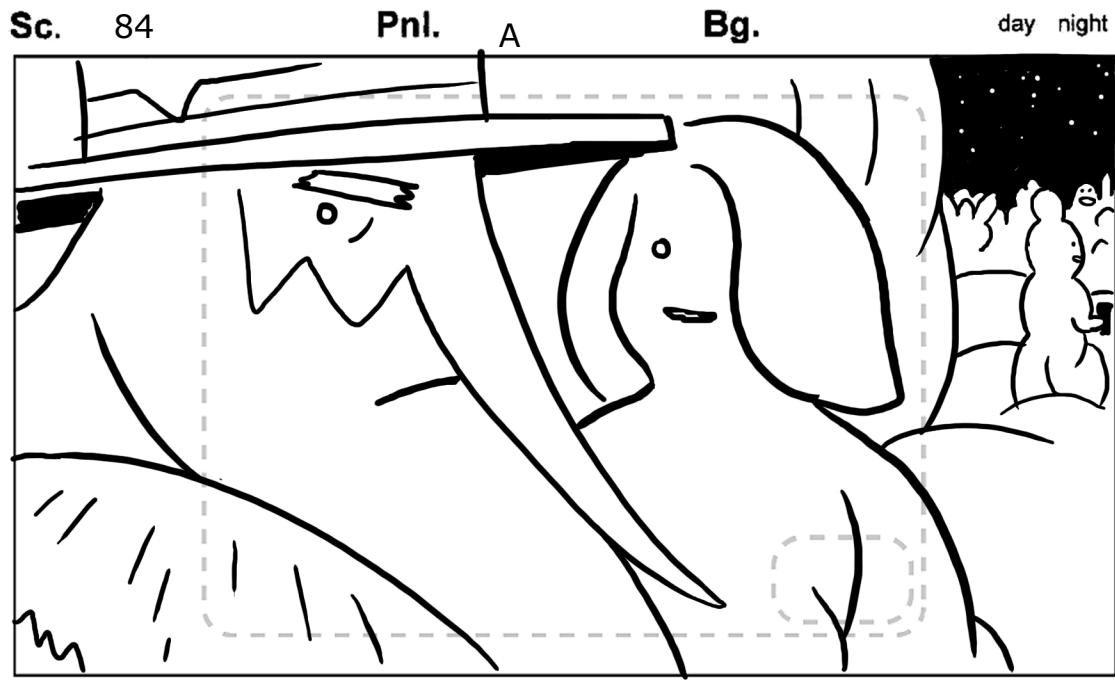
Timing:



EPISODE # 1025-180 Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



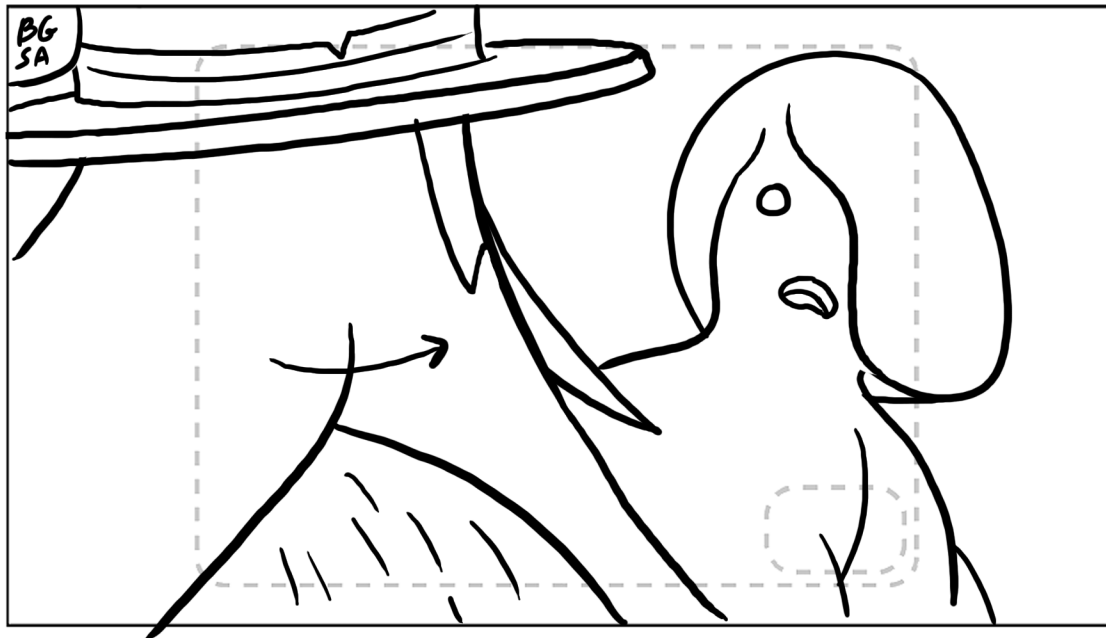
Dialog:	<p>CLOUD GIRL / HEY, IS FINN SEEING ANYONE RIGHT NOW?</p>
Action:	<p>CG LEANS IN</p>
Timing:	

EPISODE # 1025-180
Production :

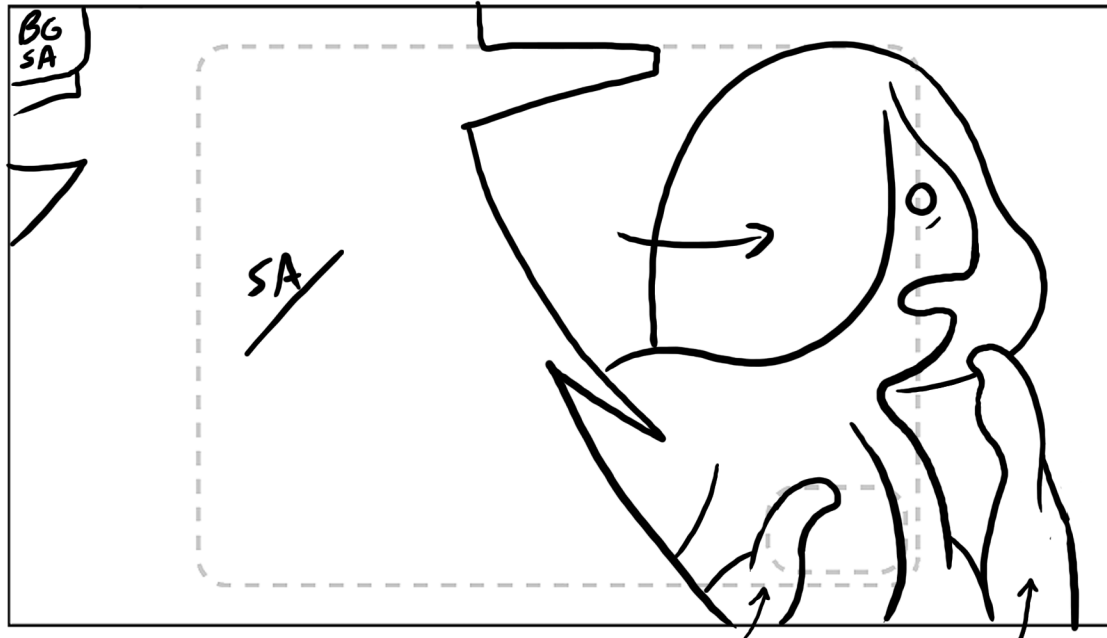
ADVENTURE TIME



Sc. 84 Pnl. C Bg. day night



Sc. 84 Pnl. D Bg. day night



Dialog:

CLOUD GIRL / COULD YOU INTRODUCE US? →

Action:

-IK TURNS
-CG'S EYES WIDEN

Timing:

CLOUD GIRL / OH MY GLOB, IS HE HERE NOW??

-(G LOOKS AROUND
-'BELIBER'-LIKE FRANTICNESS



EPISODE # 1025-180

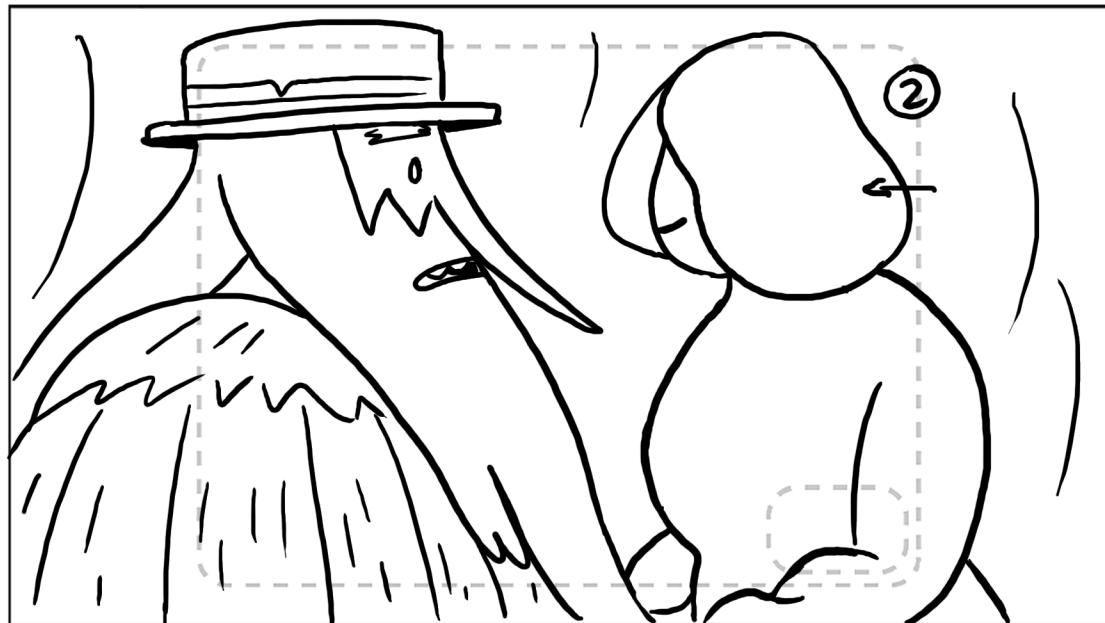
Production :

ADVENTURE TIME



Page 117

Sc. 85 Pnl. A Bg. day night



Sc. 85 Pnl. B Bg. day night



Dialog: (IK) / YEAHH, SURE →

Action: CG TURNS, REACHING FOR IK'S ARM

Timing:



(IK) / <BEAT> SO I GUESS... →

CG TAKES IK'S ARM

EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

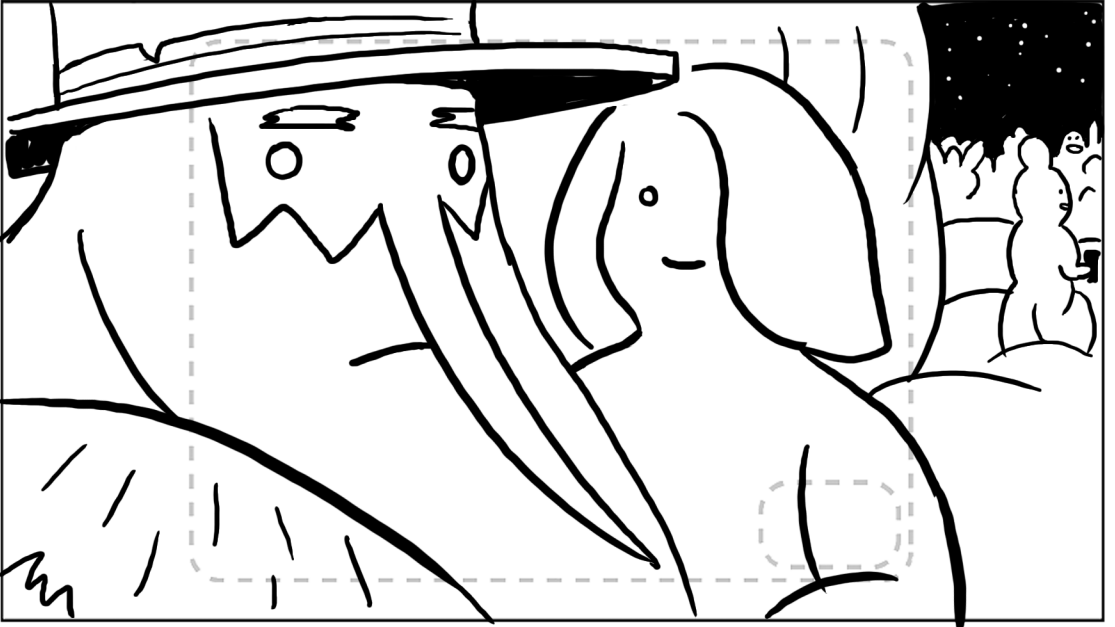
ADVENTURE TIME



Sc. 85 Pnl. C Bg. day night



Sc. 86 Pnl. A Bg. day night

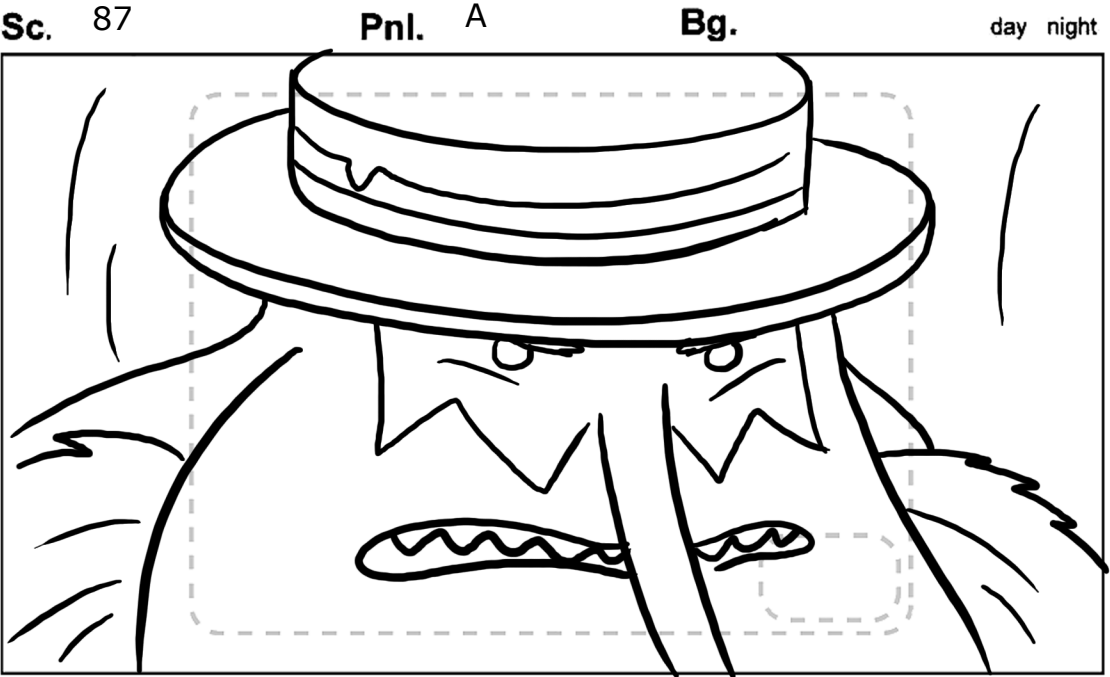
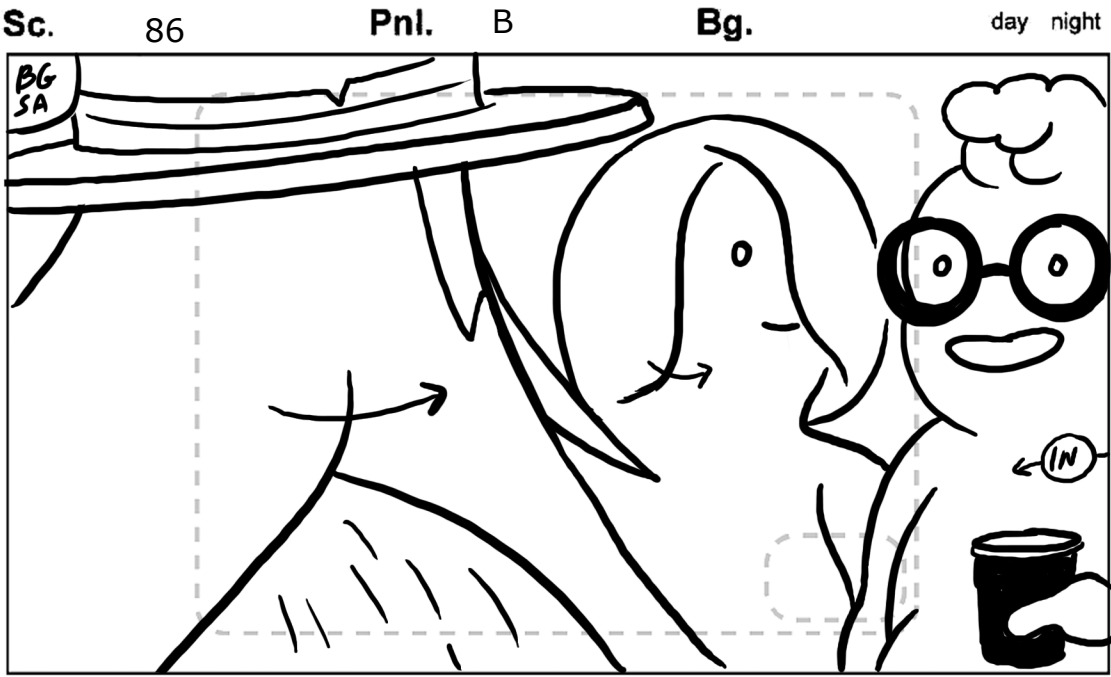


Dialog:	1K ... YOU'RE MORE INTO THE 'LITTLE BROTHER' TYPE
Action:	1K SCANS CROWD SUBTLY
Timing:	



EPISODE # 1025-180
Production :

ADVENTURE TIME



Dialog:

CLOUD NERD / HEY LAUREN! I HEARD YOUR GRANDPA'S GIVING OUT ICE

IK RRRR...!

Action:

CLOUD NERD ENTERS; LAUREN + IK TURN

Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



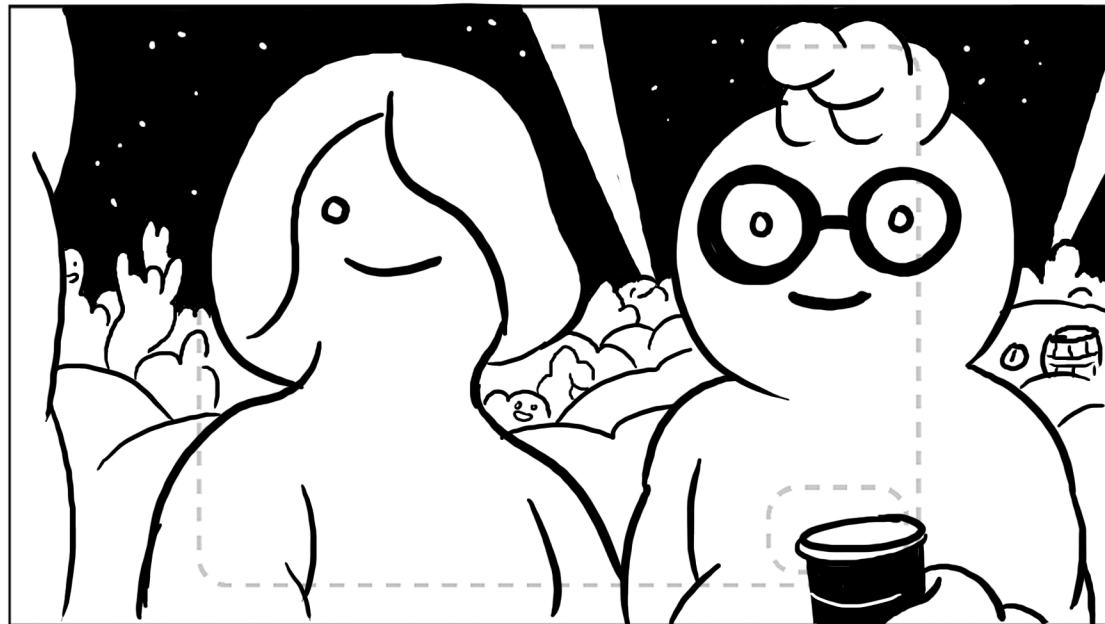
Page 120

Sc. 88

Pnl. A

Bg.

day night



Sc. 89

Pnl. A

Bg.

day night



Dialog:

(O.S.) ①K / ICE??

Action: - CLOUD NERD EXTENDS CUP

Timing:



①K / I'LL GIVE YOU ICE!!

- TRUCK OUT AS ICE LASERS
FLY INTO AIR



EPISODE # 1025-180

Production :

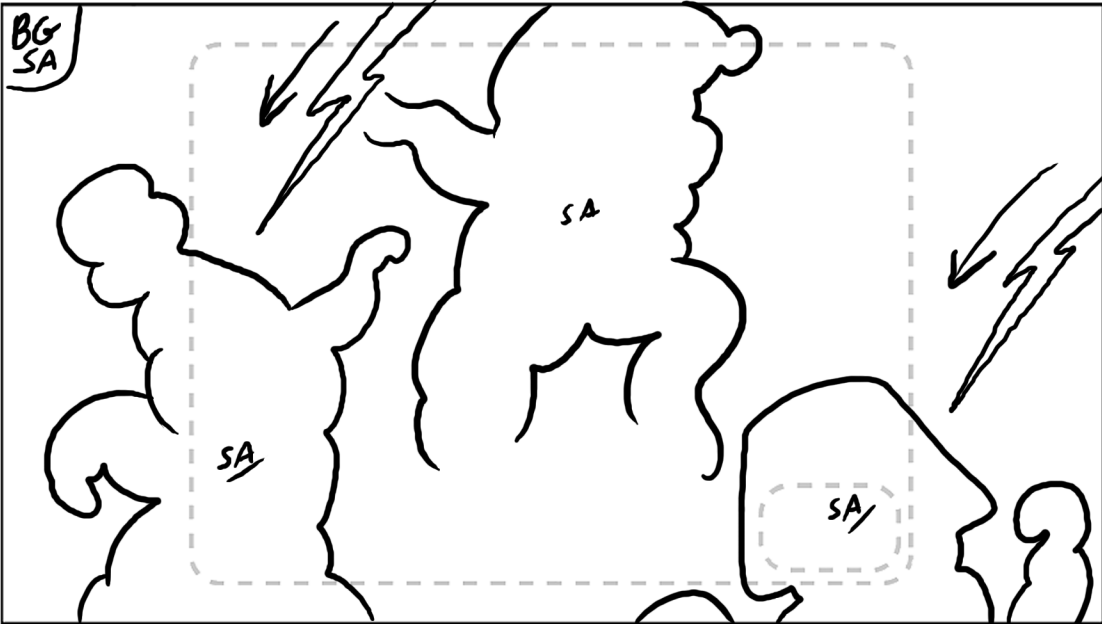
ADVENTURE TIME



Sc. 90 Pnl. A Bg. day night



Sc. 90 Pnl. B Bg. day night




Dialog:

Action:

- DANCING KIDS
(CYCLE 121)

Timing:



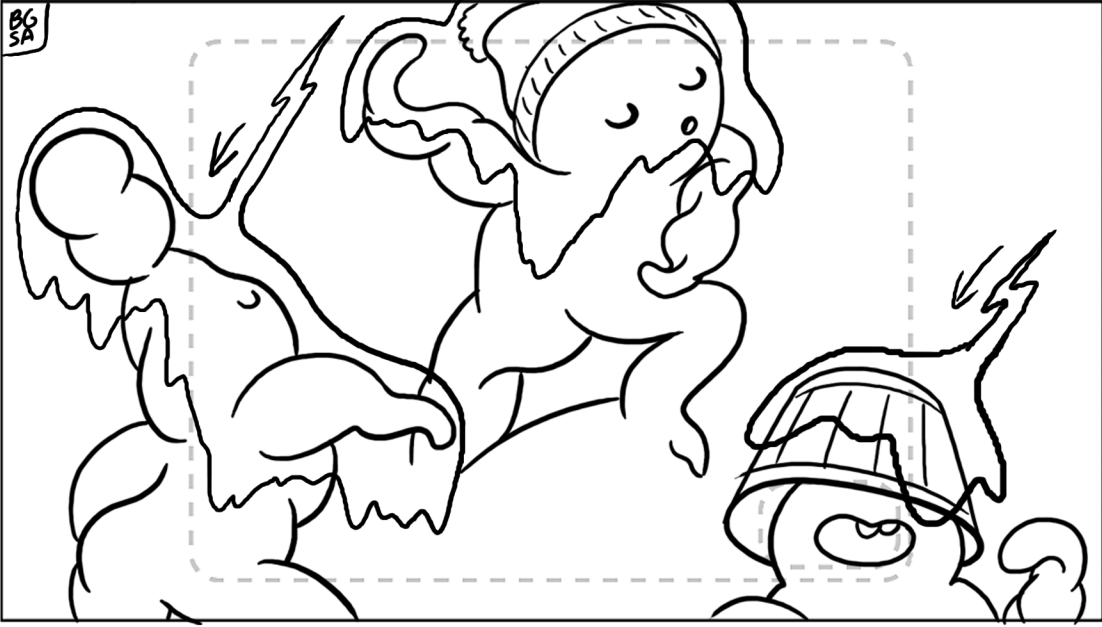
- LASERS ENTER

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



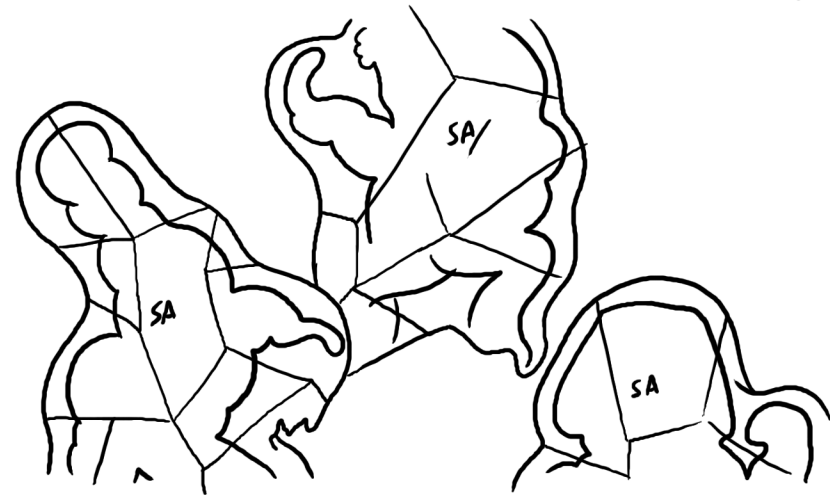
Sc. 90 Pnl. C Bg. day night



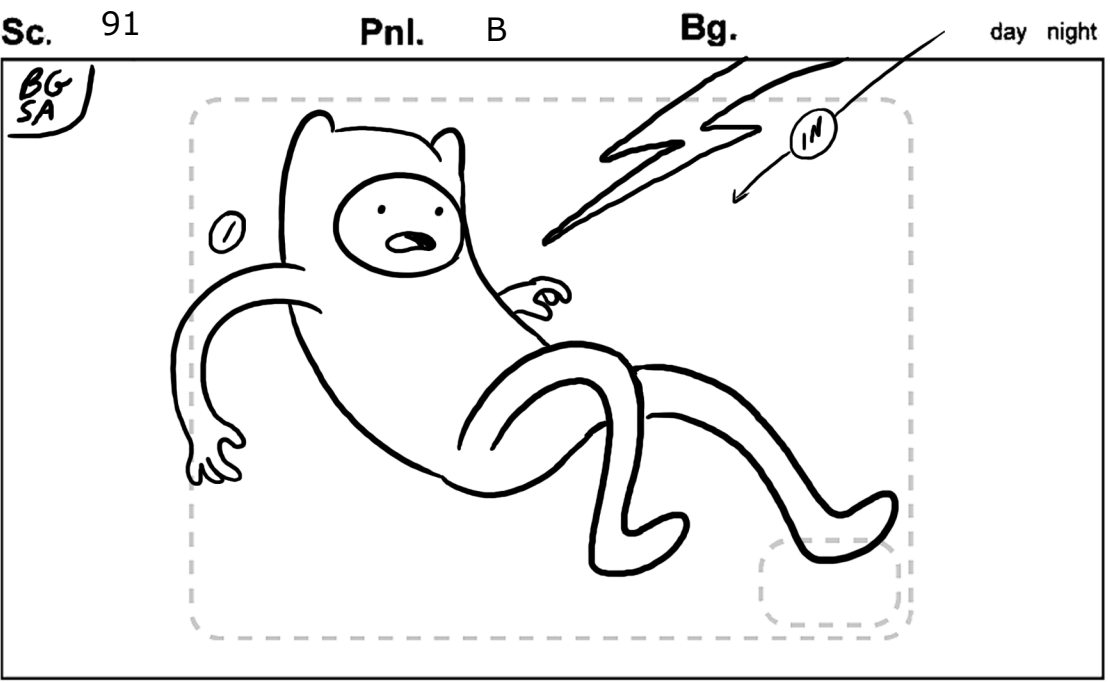
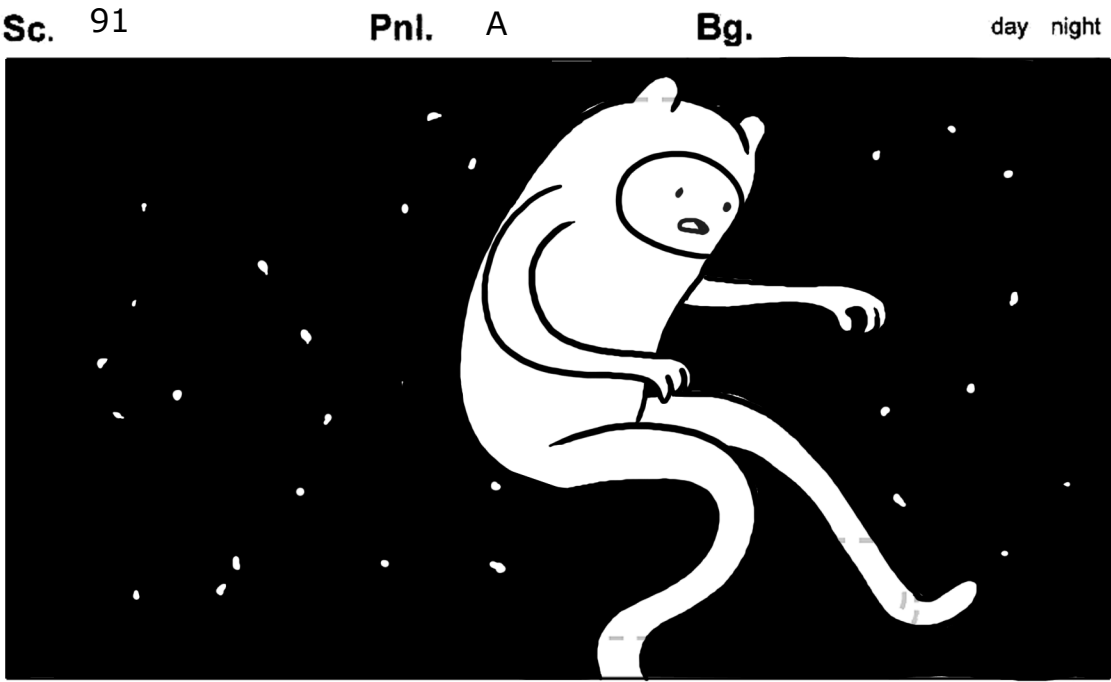
Sc. 90 Pnl. D Bg. day night



Dialog:	
Action:	- WATER/ICE FALLS OVER KIDS - ICE HARDENS INTO BLOCKS
Timing:	



ADVENTURE TIME

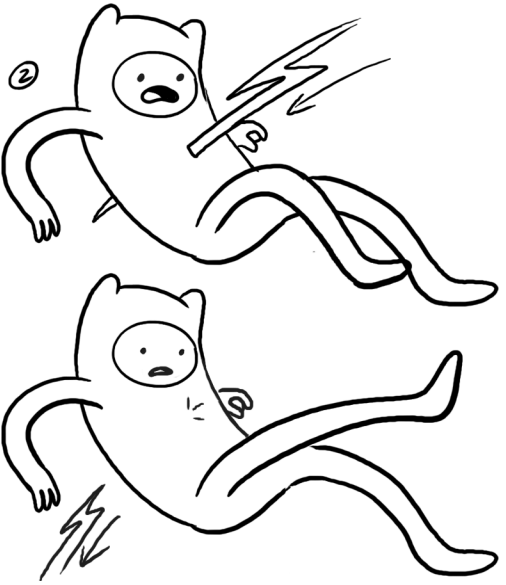


Dialog:

Action:

Timing:

-F JUMPS BACK,
LASER GOES THRU HIM



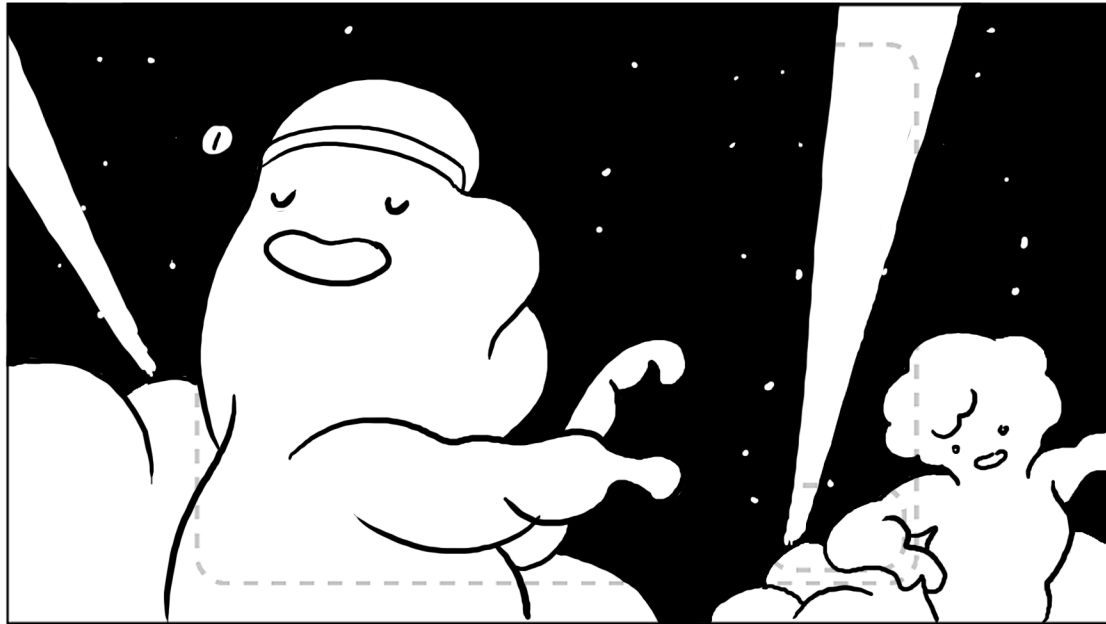
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

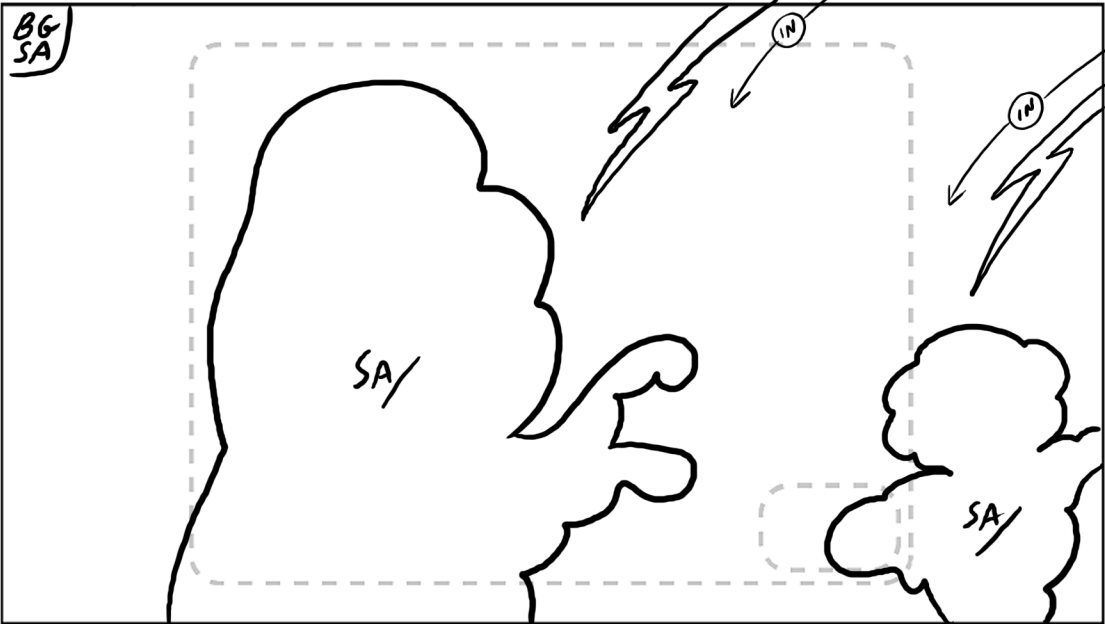


Page 124



Sc. 92 Pnl. A Bg. day night



Sc. 92 Pnl. B Bg. day night



Dialog:	
Action: DANCING (CYCLE 1 2 1)	
Timing:	



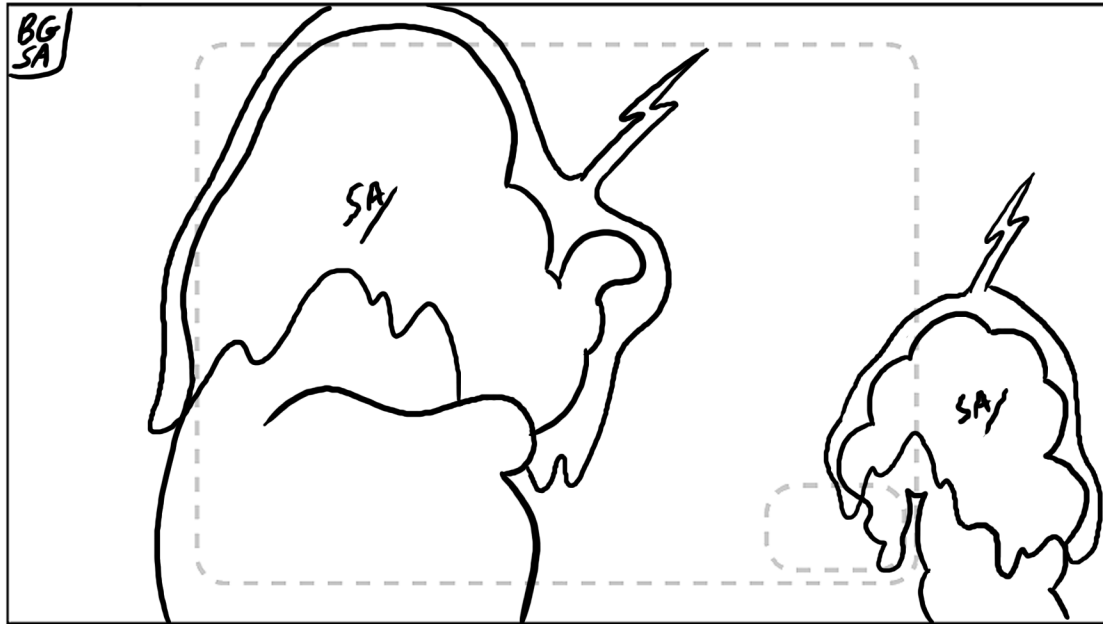
EPISODE # 1025-180

Production :

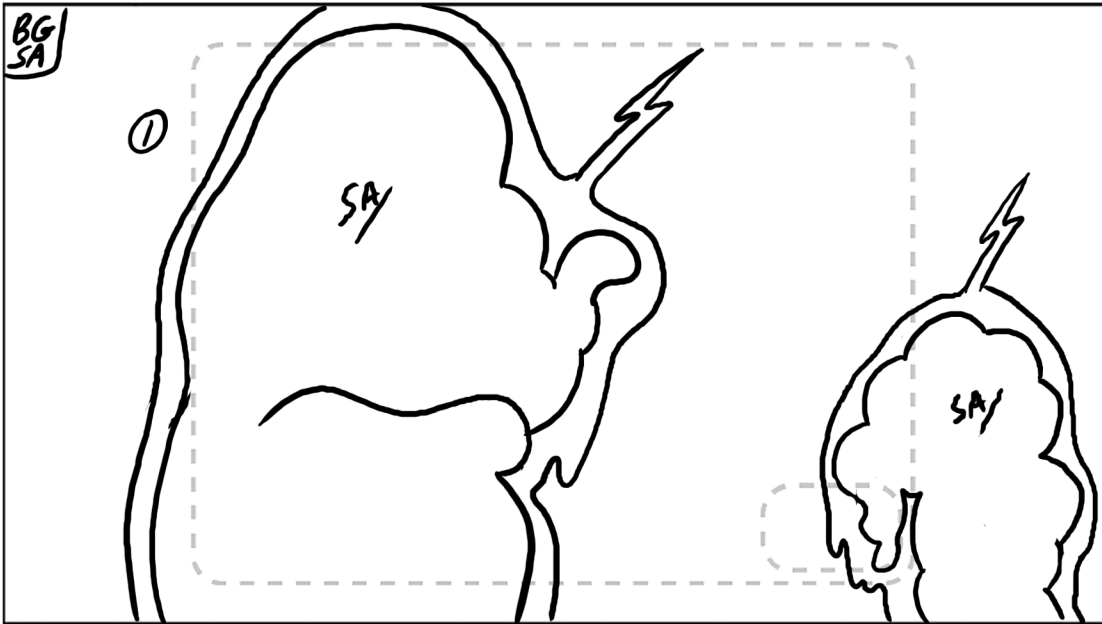
ADVENTURE TIME



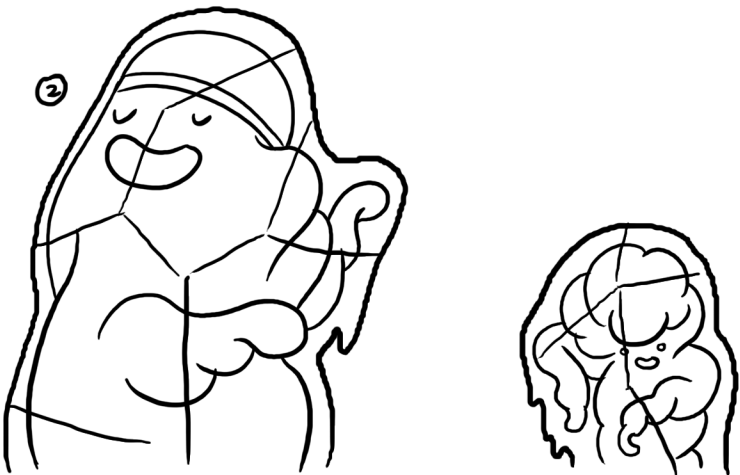
Sc. 92 Pnl. C Bg. day night



Sc. 92 Pnl. D Bg. day night



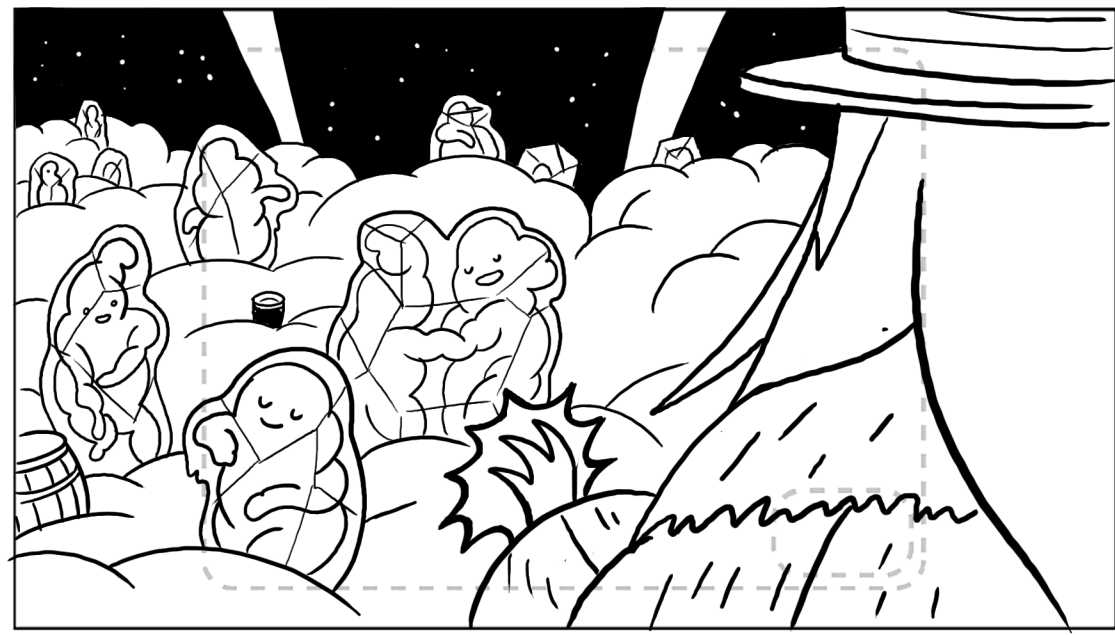
Dialog:	
Action:	② - KIDS FROZEN IN BLOCKS
Timing:	



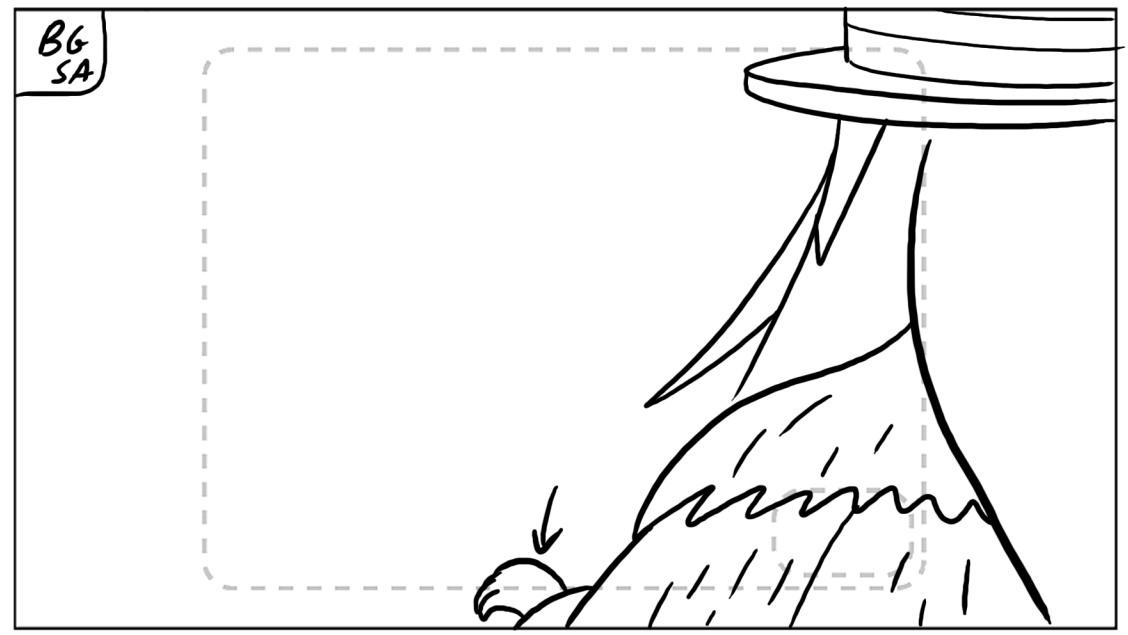
ADVENTURE TIME



Sc. 93 Pnl. A Bg. day night



Sc. 93 Pnl. B Bg. day night



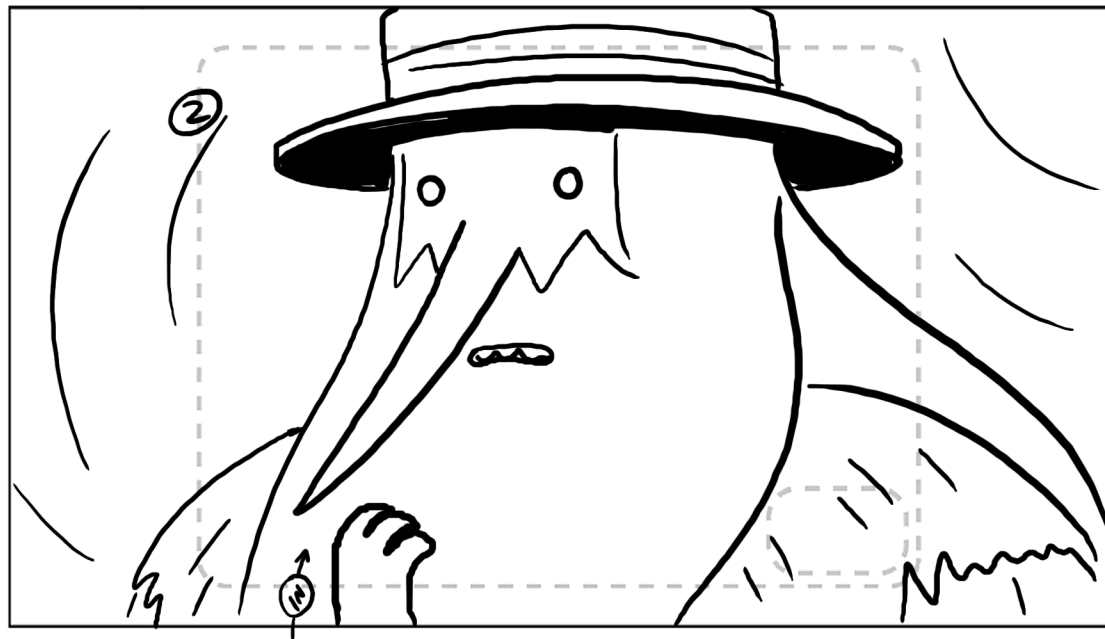
Dialog:	SFX/ MUSIC, BUT NO PARTY SOUNDS
Action:	- IK LOWERS HANDS (MAGIC GONE)
Timing:	

ADVENTURE TIME



Page 127

Sc. 94 Pnl. A Bg. day night



Sc. 94 Pnl. B Bg. day night



Dialog:

(1K) / AH... LOOKS LIKE I
PUT THIS PARTY 'ON ICE'
<BEAT>

Action:

Timing:



(1K) / (SOFTLY, TO SELF)
"YOU WANT ICE? ICED.
YOU GOT ICED..."

- GESTURING WITH HANDS

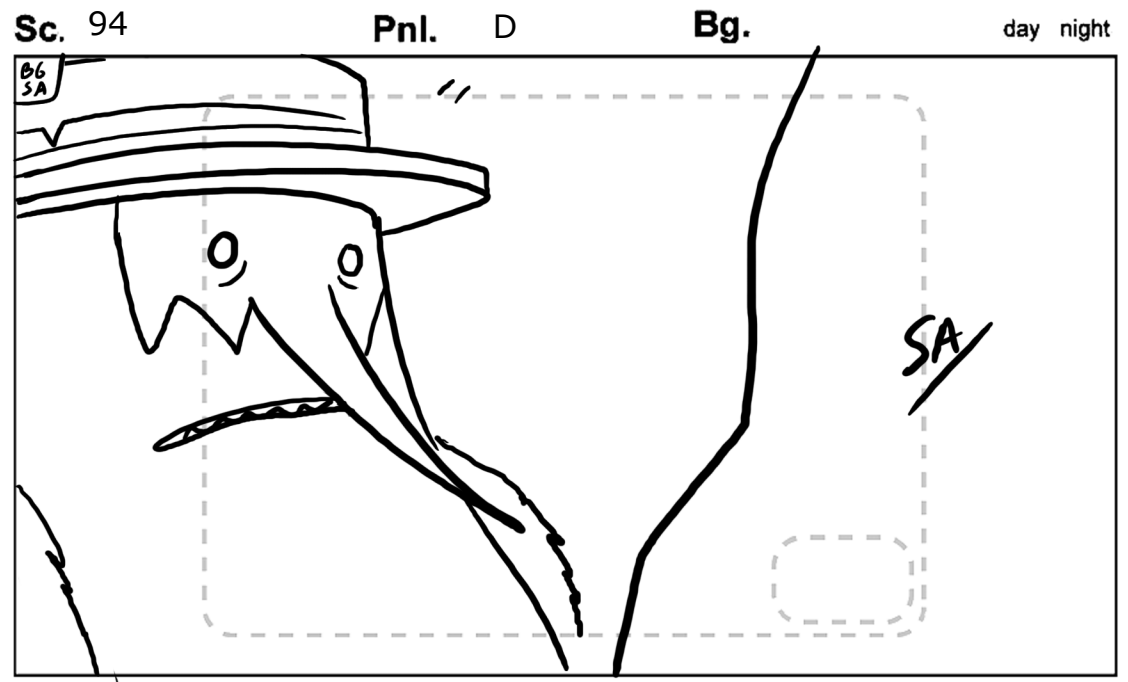
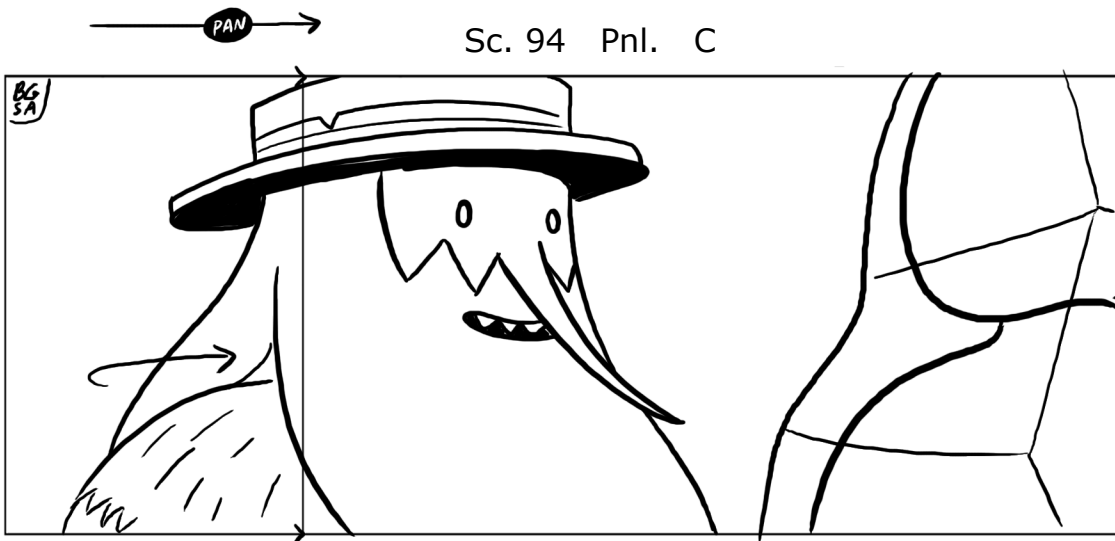


EPISODE # 1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	①K/ ANYWAY... →	①K/ AIE!
Action:	PAN RIGHT TO CLOUDGIRL (LAUREN) IN BLOCK	
Timing:		

EPISODE # 1025-180

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

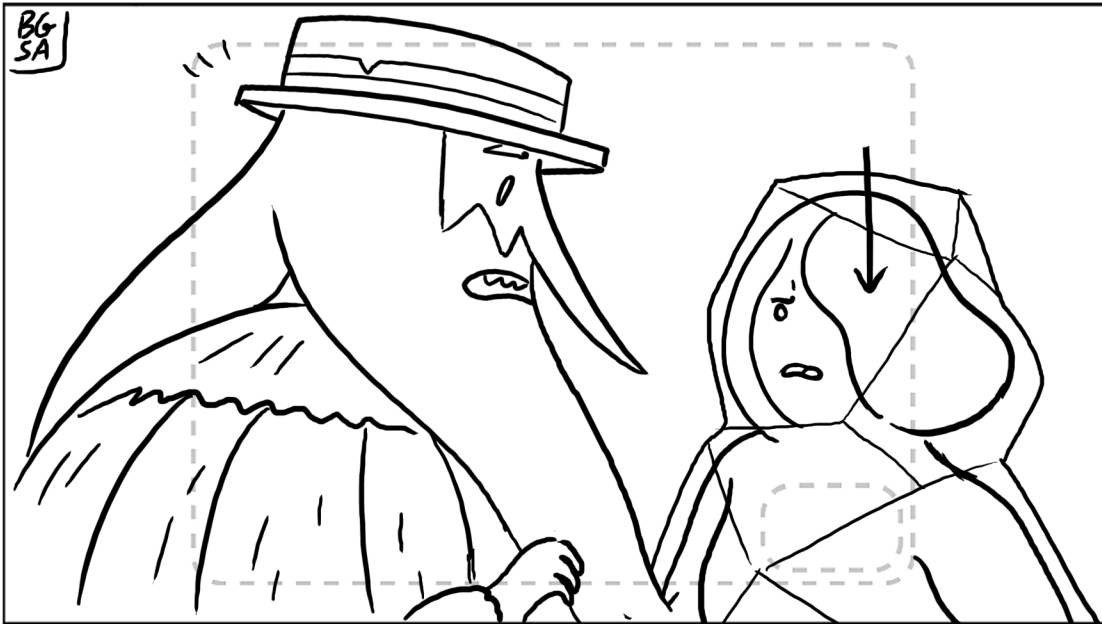
ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night



Dialog:	(K) / AW, DON'T LOOK AT ME LIKE THAT... SFX / CRACKING ICE
Action:	LAUREN STARTS SINKING...
Timing:	

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

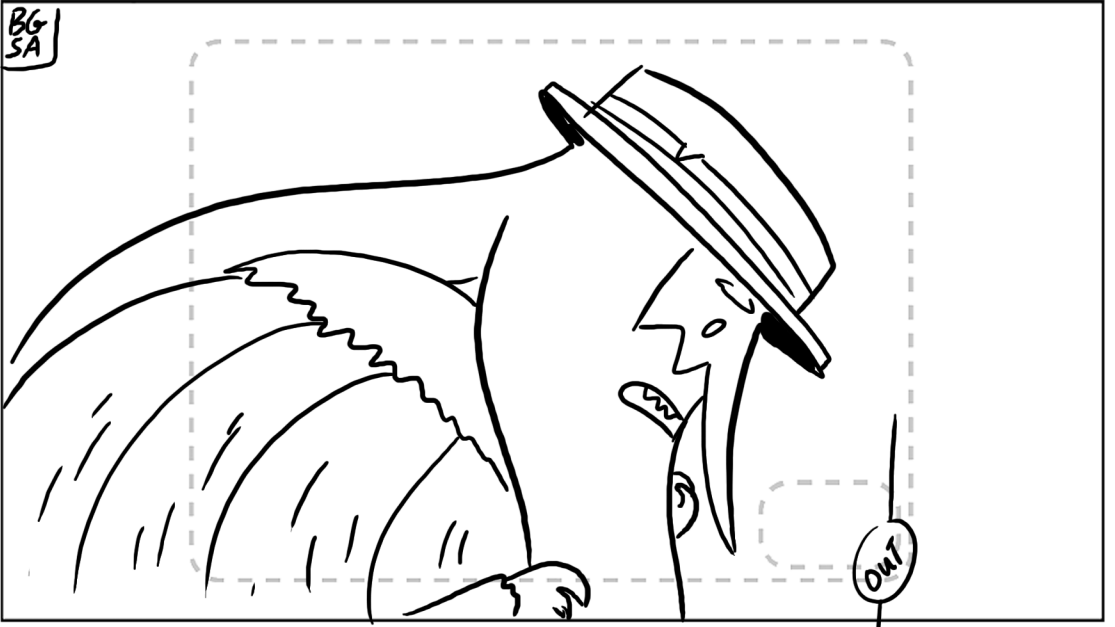
ADVENTURE TIME



Sc. 95 Pnl. C Bg. day night



Sc. 95 Pnl. D Bg. day night



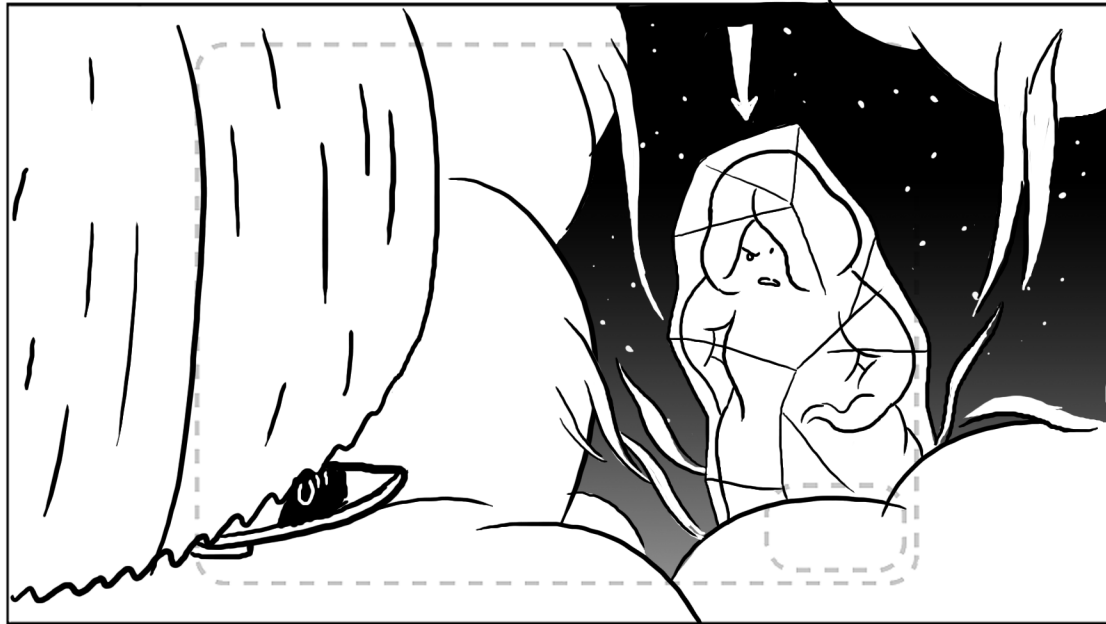
Dialog:
Action: LAUREN SINKS FASTER
Timing:

EPISODE # 1025-180
Production :

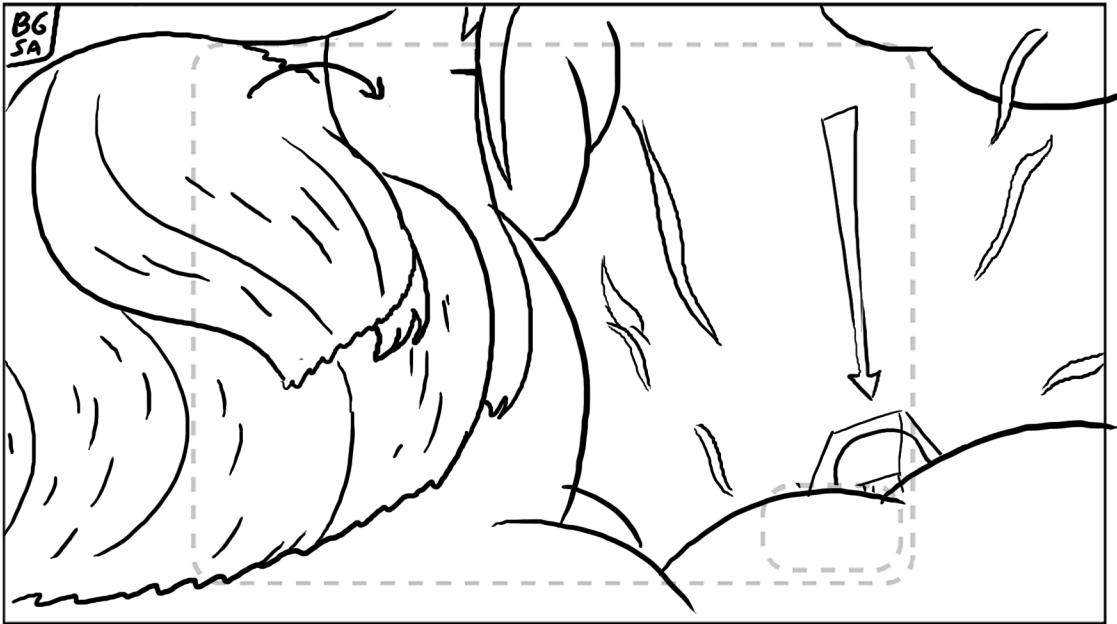
ADVENTURE TIME



Sc. 96 Pnl. A Bg. day night

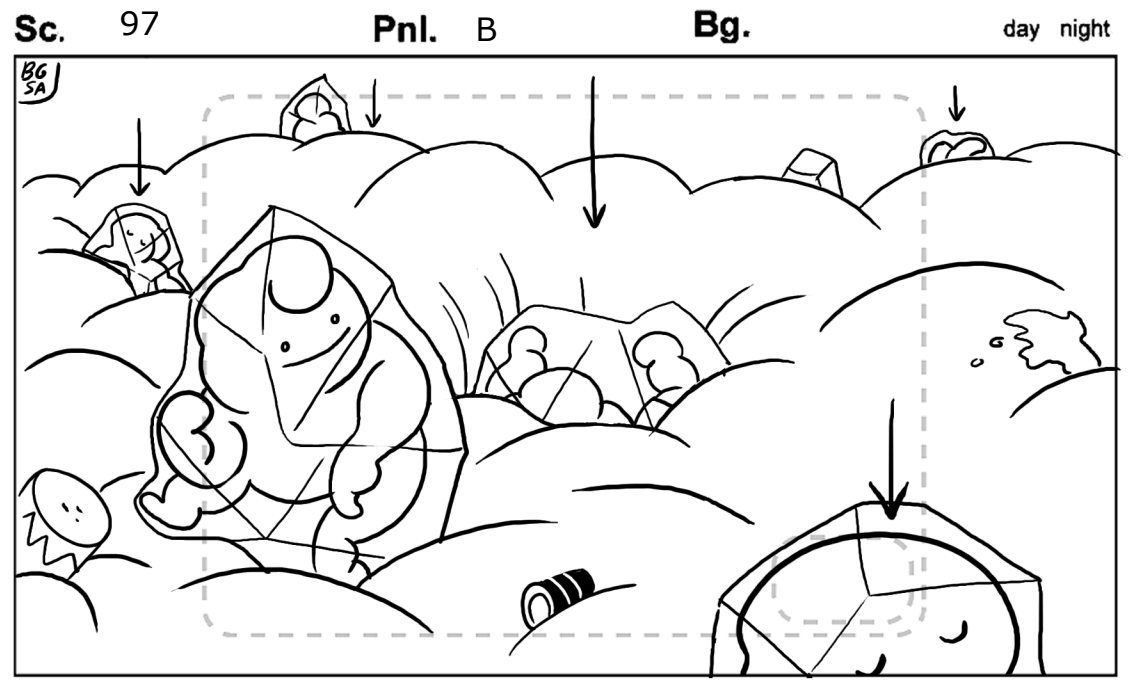
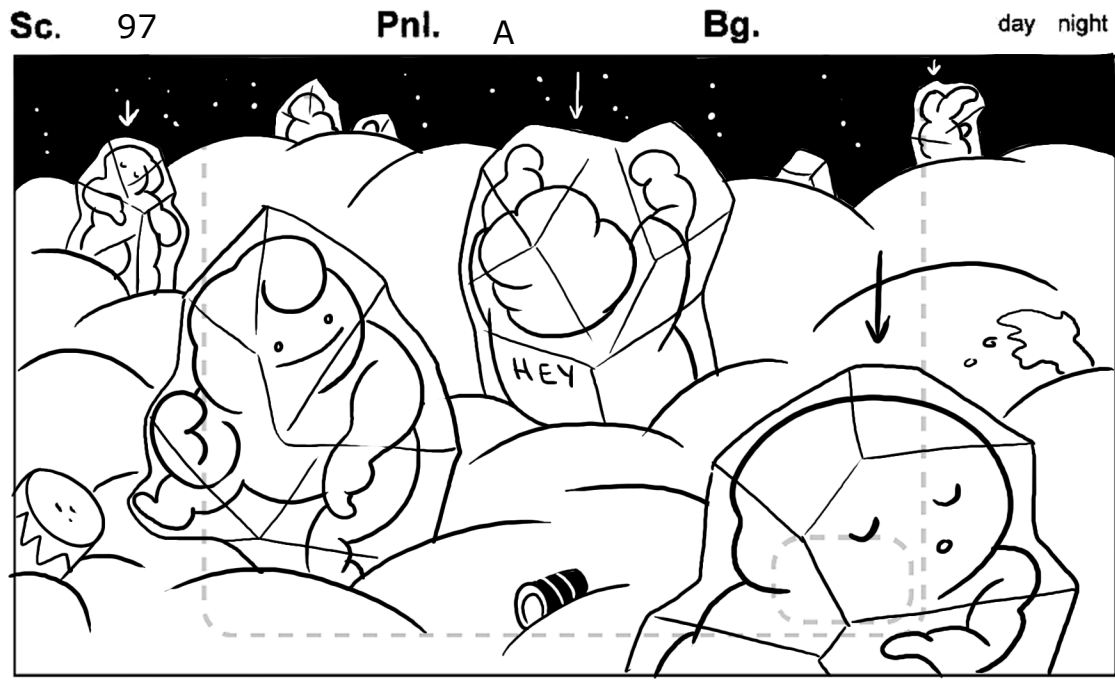


Sc. 96 Pnl. B Bg. day night



Dialog:
Action: <div><div>- LAUREN SLIPS THRU HOLE, FALLS THRU SKY</div><div>- WISPS OF CLOUDS TRAIL LAUREN + EVAPORATE</div></div> <div><div>- IK KNEELS + LOOKS</div><div>- LAUREN SLIPS OUT OF VIEW</div></div>
Timing:

ADVENTURE TIME

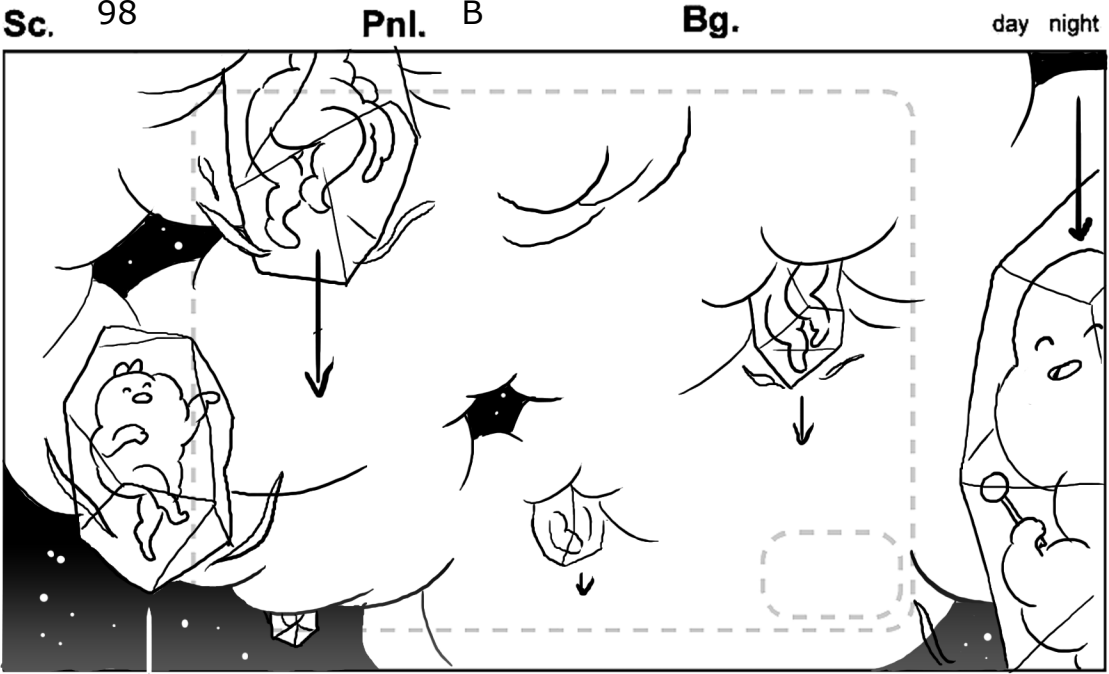
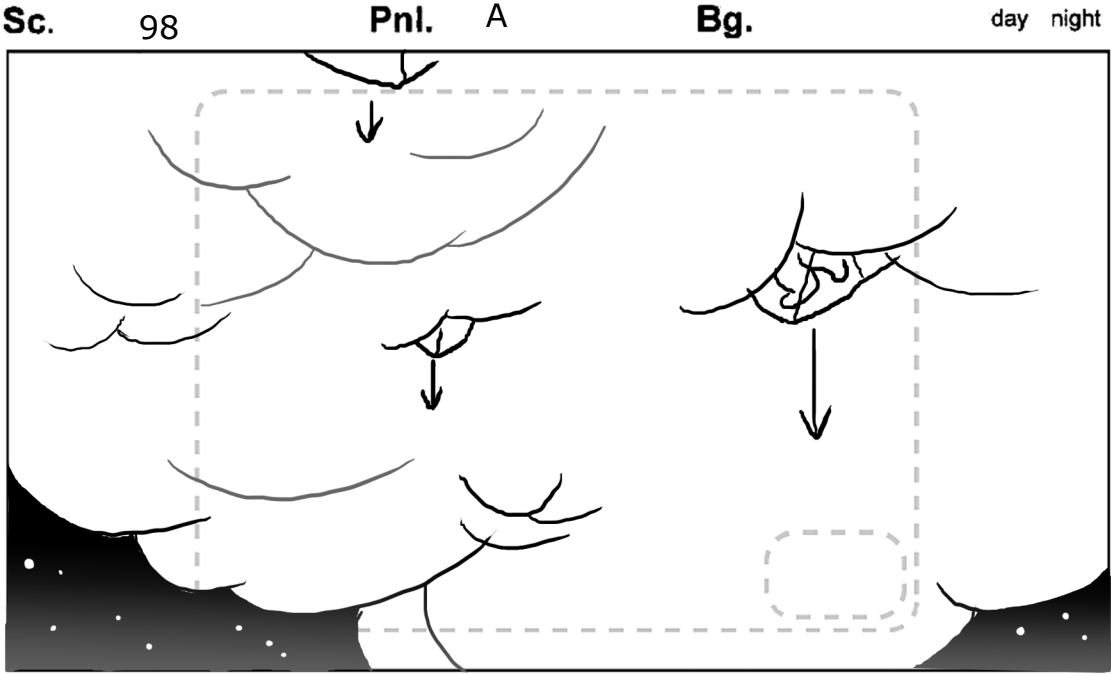


Dialog:
SFX/ICE CRACKING →

Action:
BLOCKS SLIP DOWN, AT VARYING SPEEDS

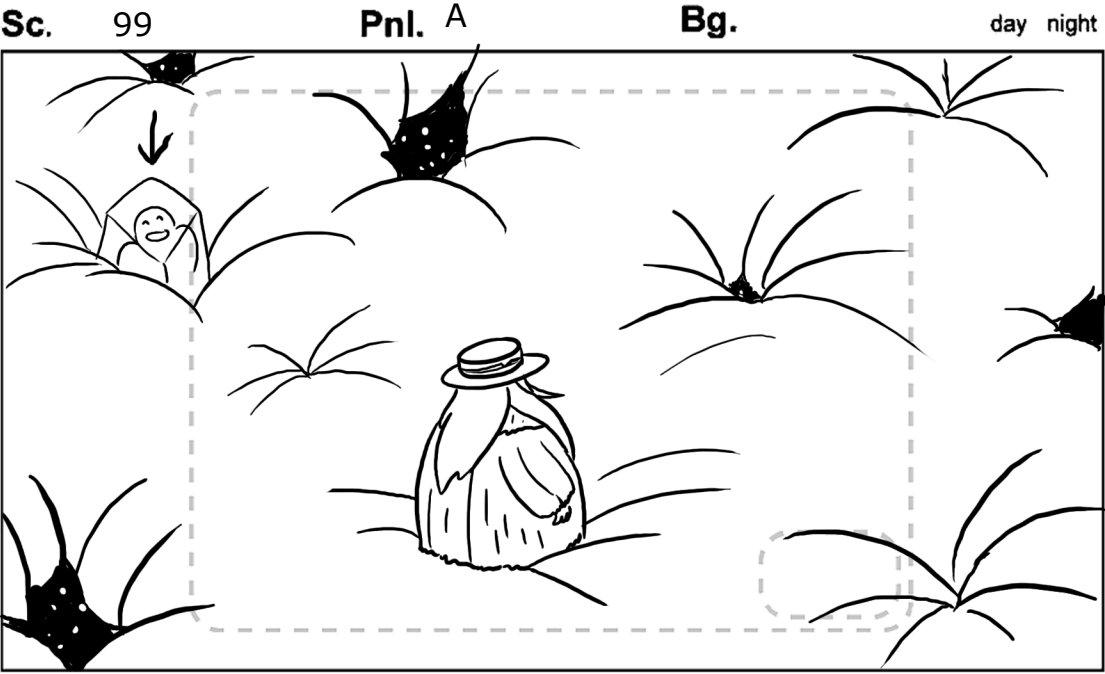
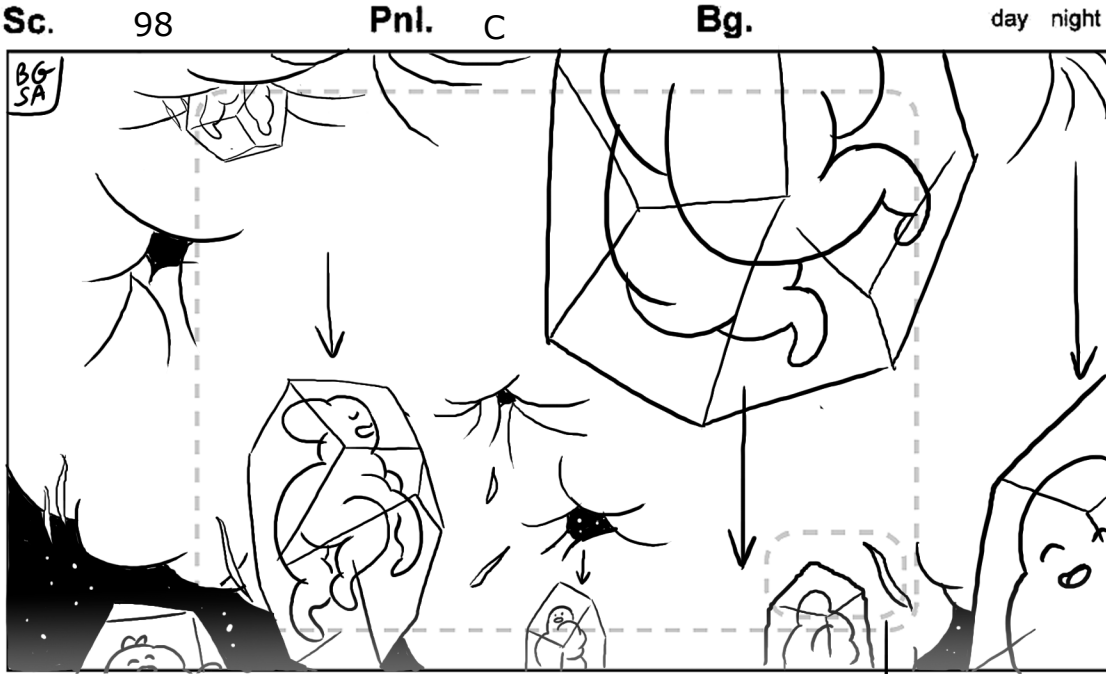
Timing:

ADVENTURE TIME



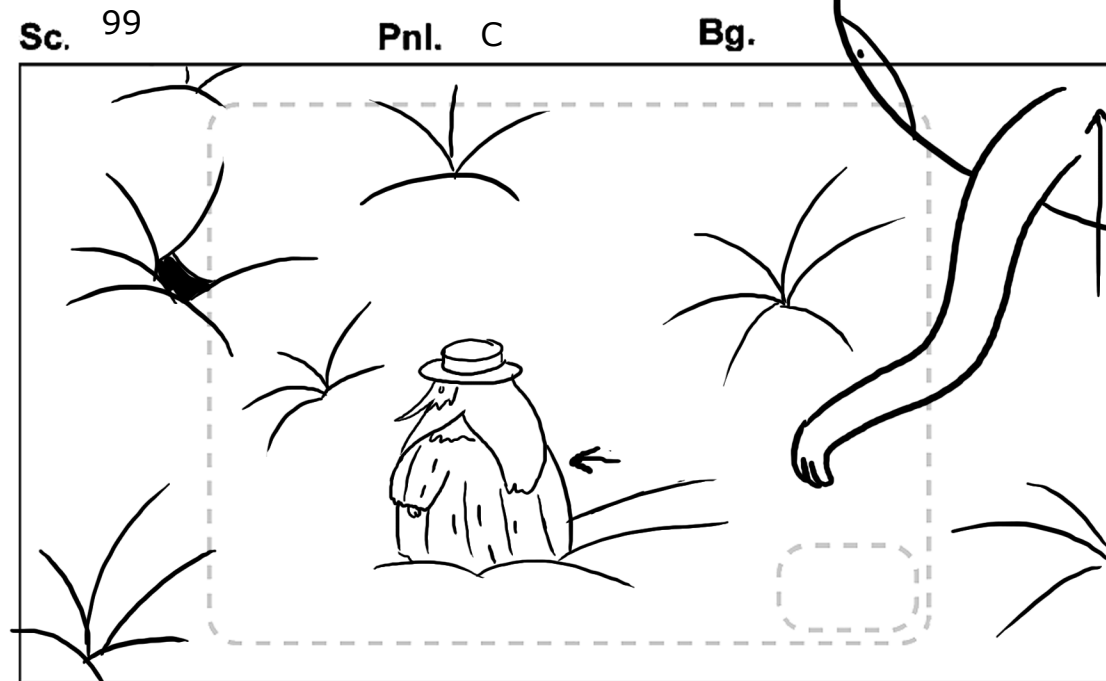
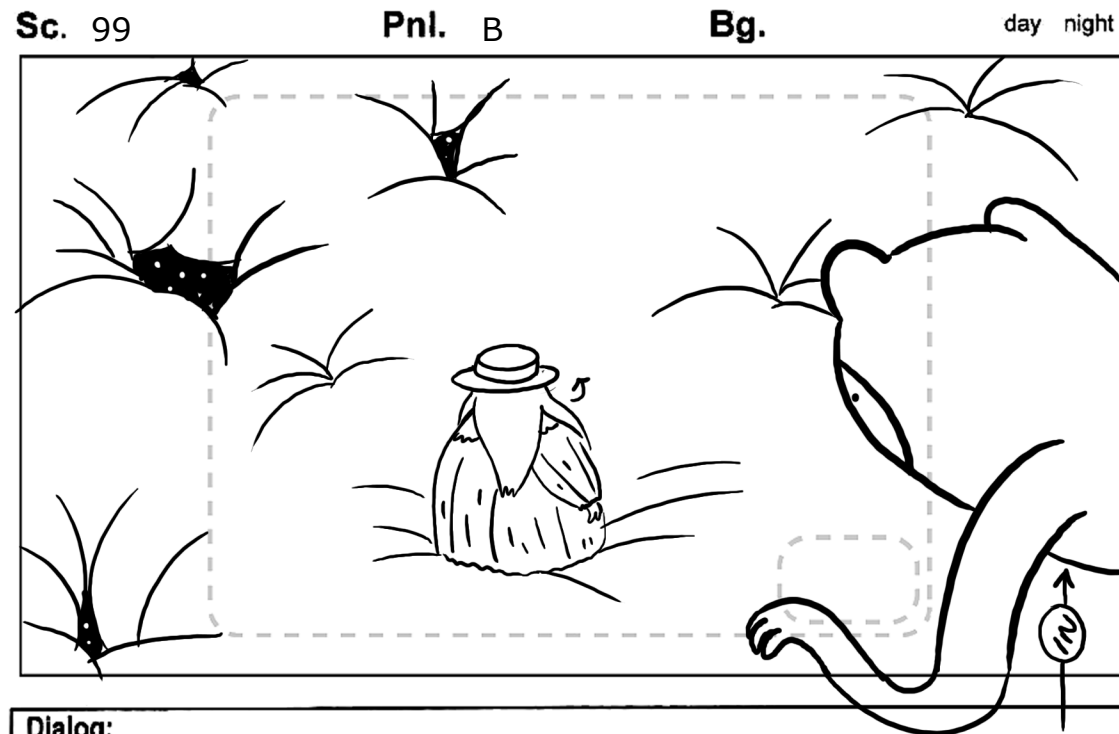
Dialog:
Action: <i>BOTTOM OF CLOUD</i> <i>BLOCKS FALL THROUGH BOTTOM OF CLOUD</i>
Timing:

ADVENTURE TIME



Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:

Action:

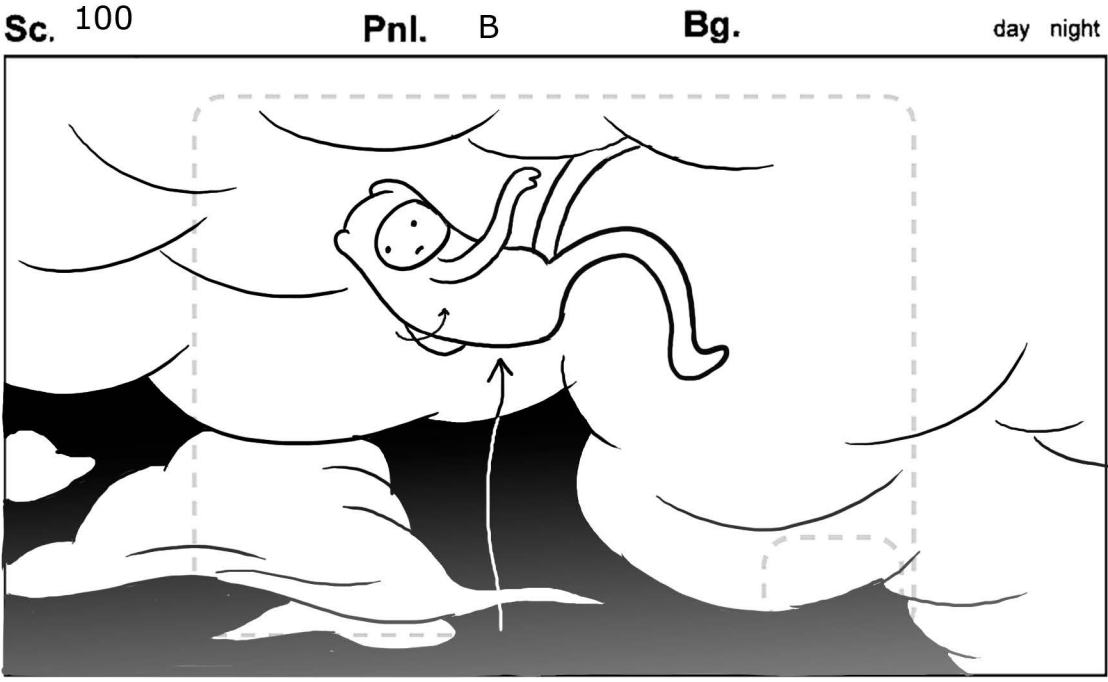
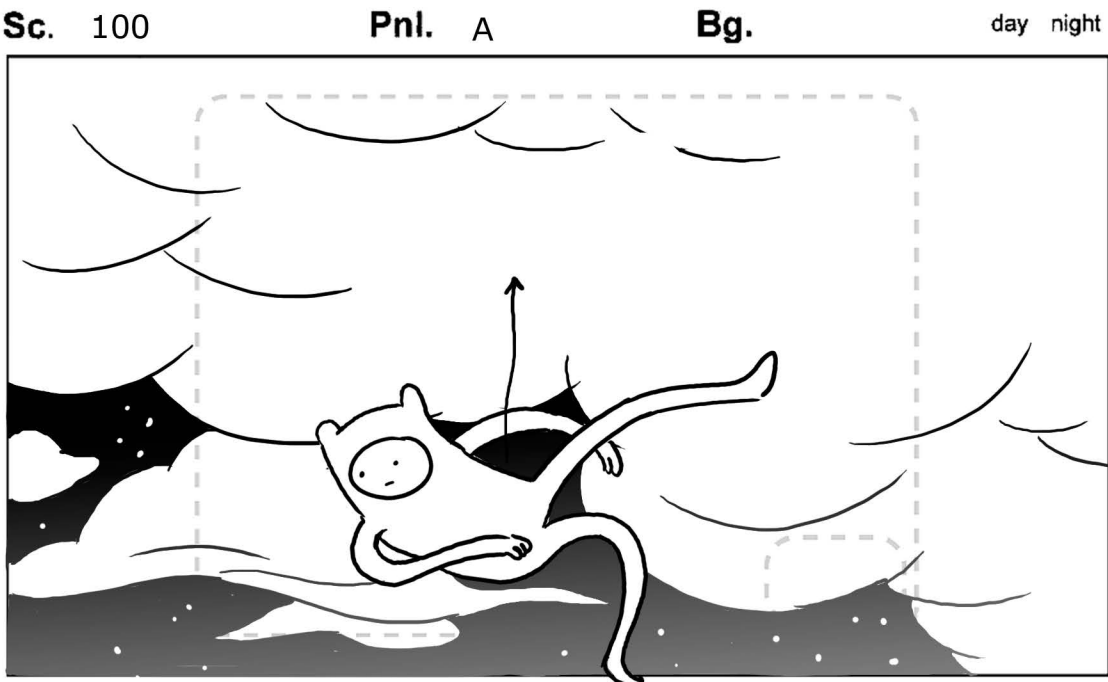
-IK LOOKS AROUND
-FINN FLOATS UP
-HOLES CLOSE UP

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME

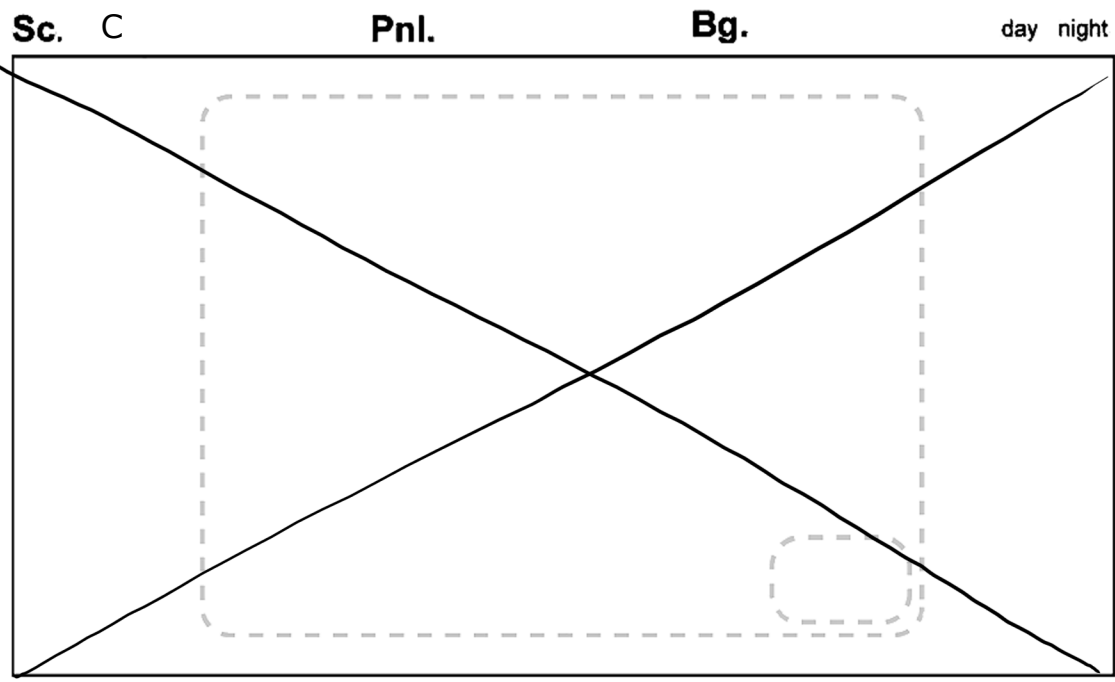
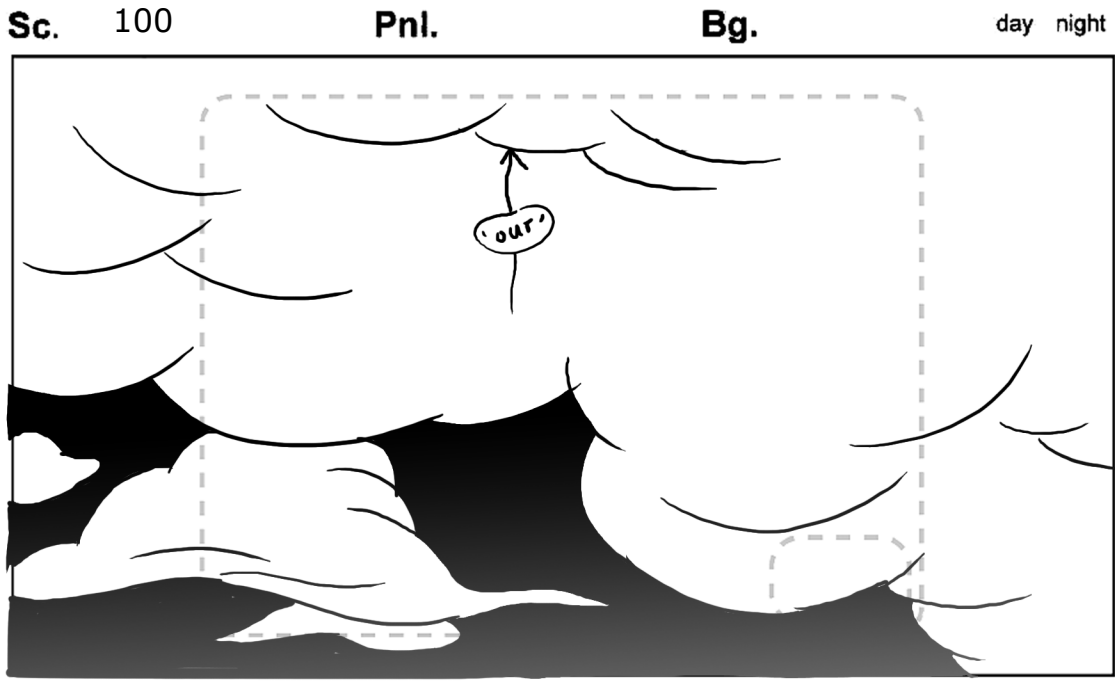


Dialog:
(O.S.) (IK) / Aw, this party was weak anyway...
Action
FINN FLOATS UP TO CLOUDS, BODY ROTATING SLIGHTLY →
Timing:

EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

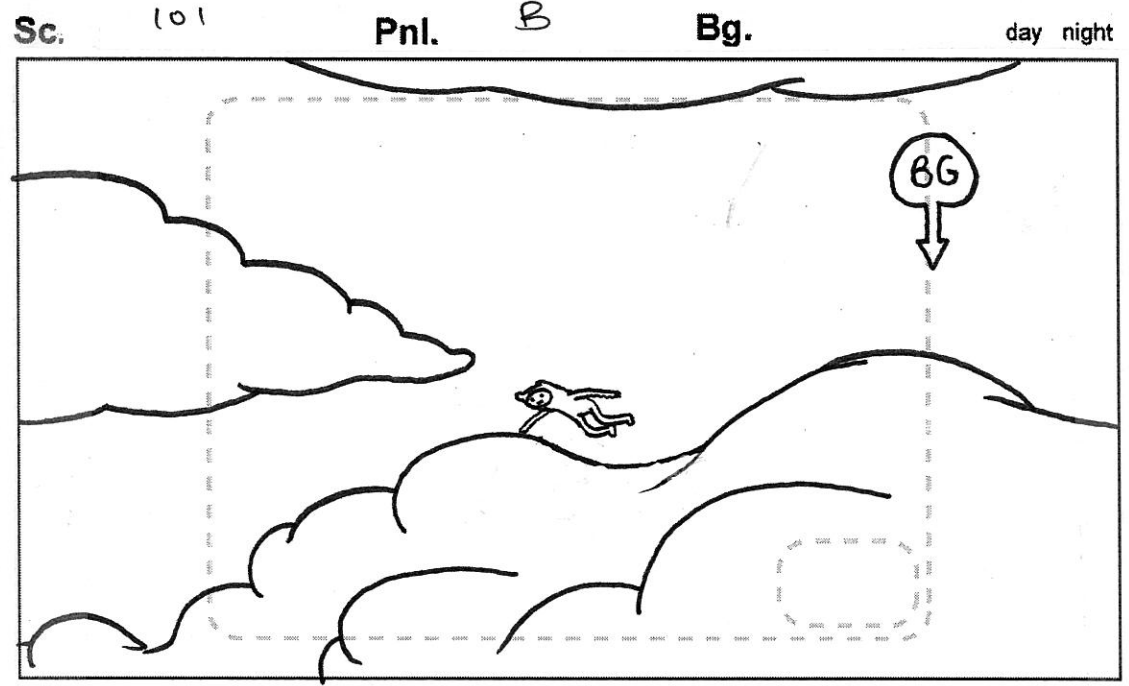
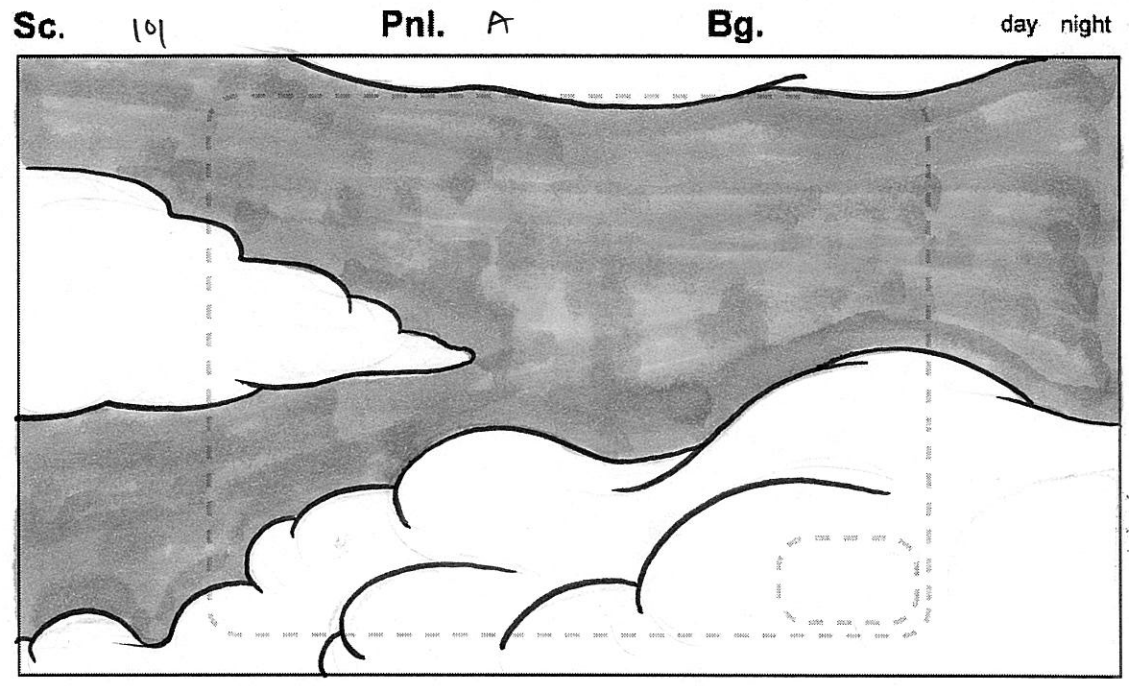


Dialog:
Action:
Timing:

EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	sfx/ FOOF
Action:	Finn flies up thru cloud
Timing:	

EPISODE # 1025-180
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 101 Pnl. C Bg. day night

Sc. 101 Pnl. D Bg. day night

Dialog: Finn / poor Simon.

Finn / I guess?

Action:

Timing:

EPISODE #

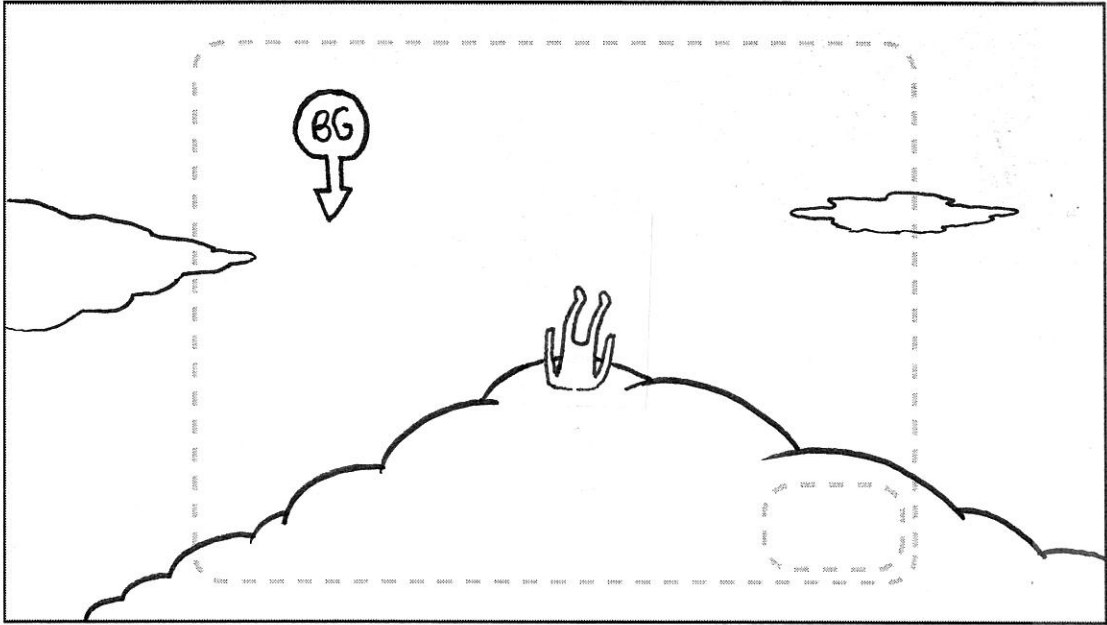
1025-180

Production :

ADVENTURE TIME



Sc. 101 Pnl. E Bg. day night



Sc. 101 Pnl. F Bg. day night



Dialog:	Finn/ poor Simon, sort of.	Finn/ It's like some part of him <u>wants</u> to be a sad wong lord?
Action:		(floating up into the upper atmosphere) (sky gets darker)
Timing:		

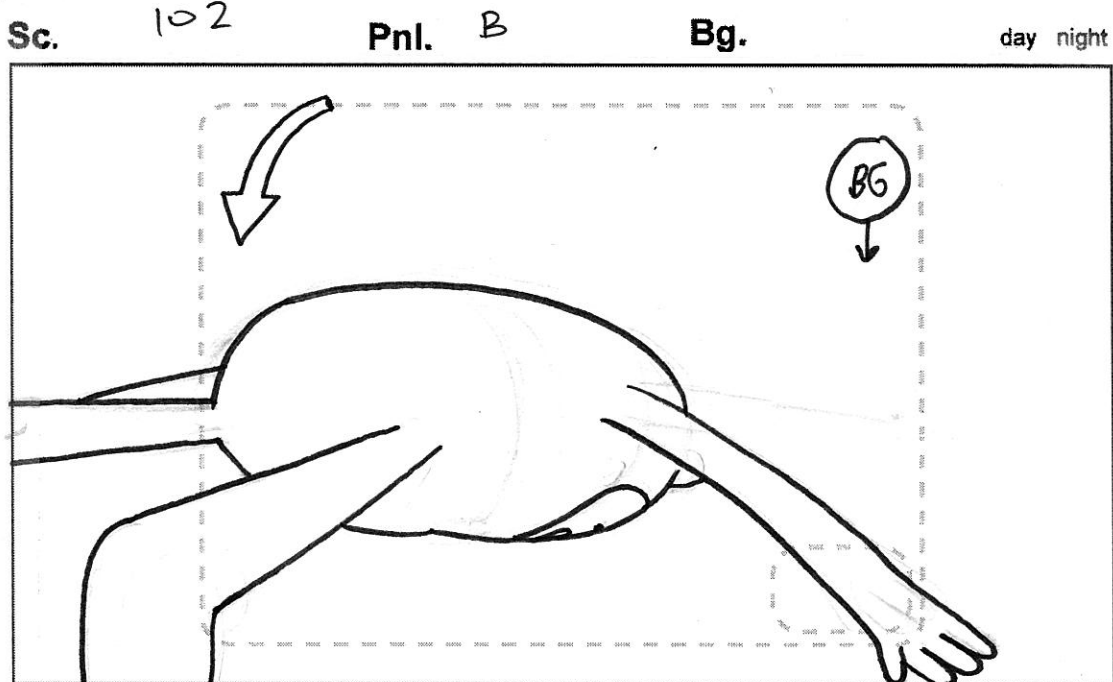
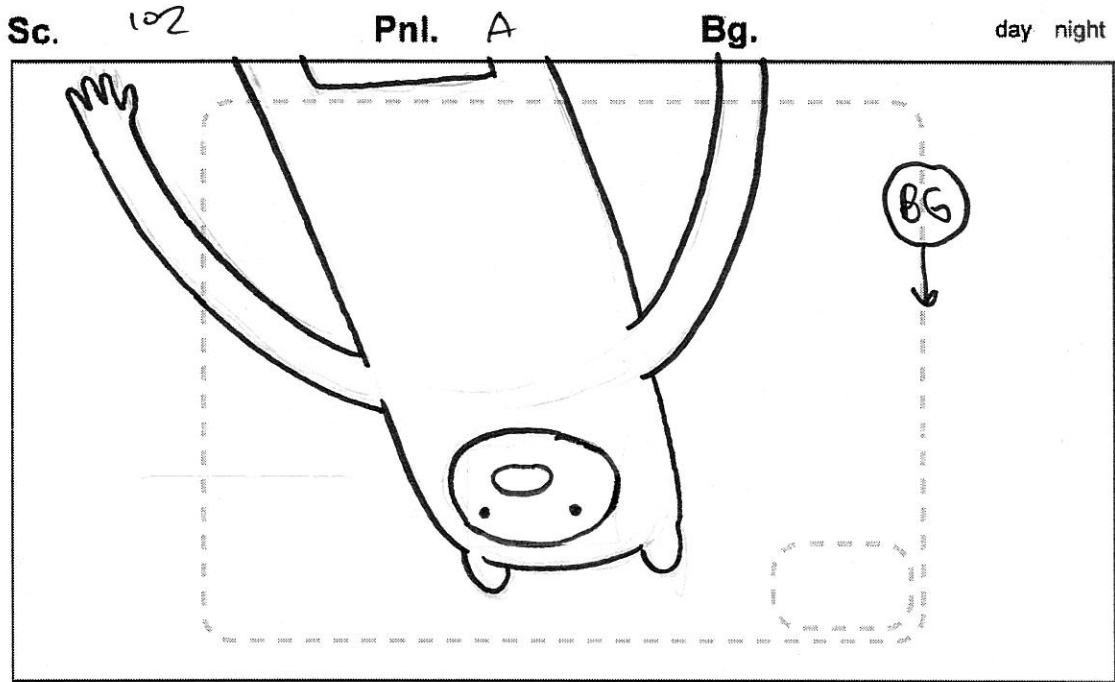
EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Finn / why would _____ anyone want that?

Action:

Timing:

Production :

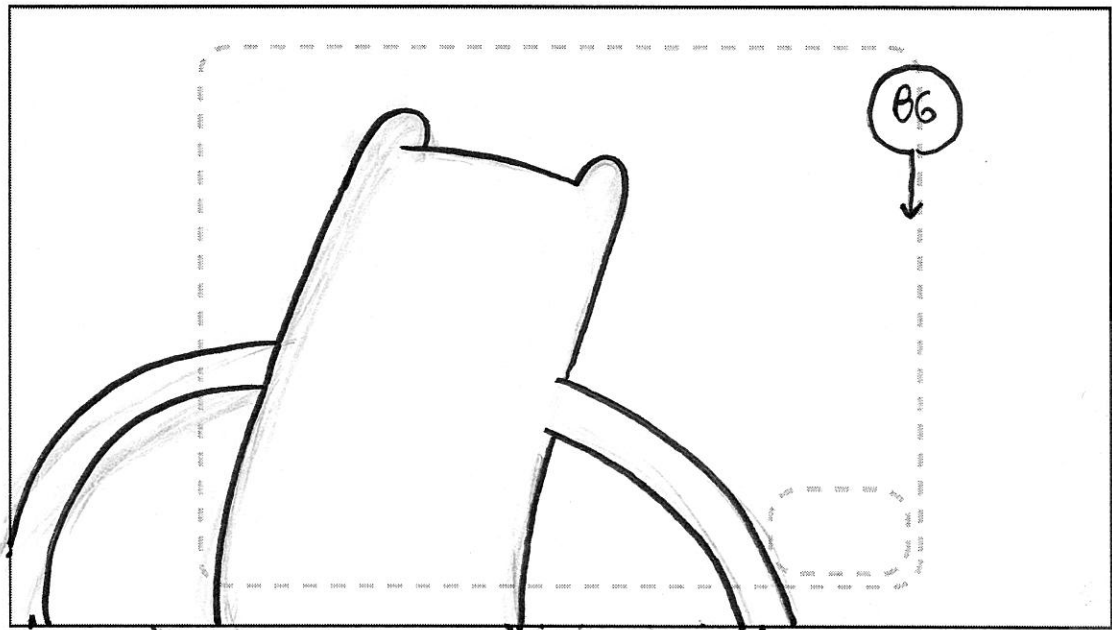
EPISODE #

1025-180

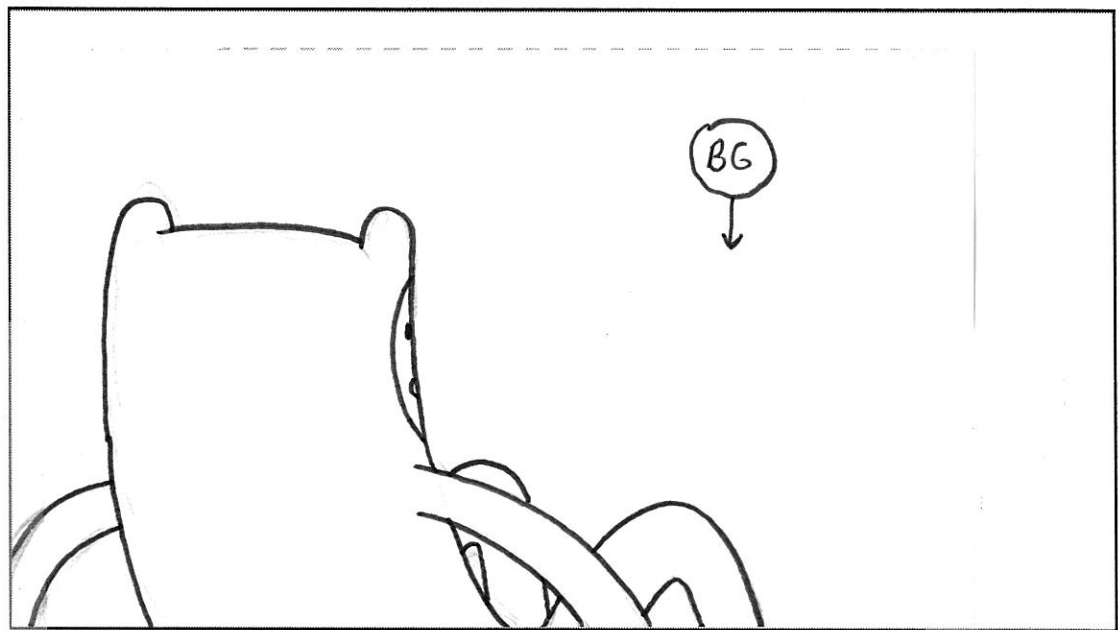
ADVENTURE TIME



Sc. 102 Pnl. C Bg. day night



Sc. 102 Pnl. D Bg. day night



Dialog: Finn/ Is there —————> some incentive?
(distant singing)

Action:

Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

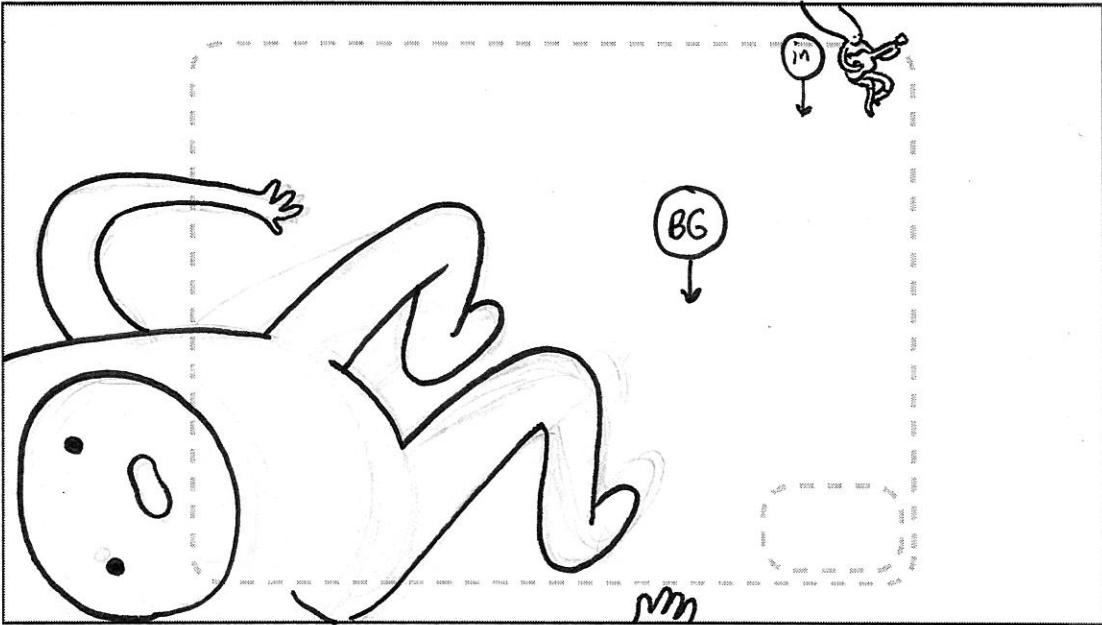
EPISODE # 1025-180

Production :

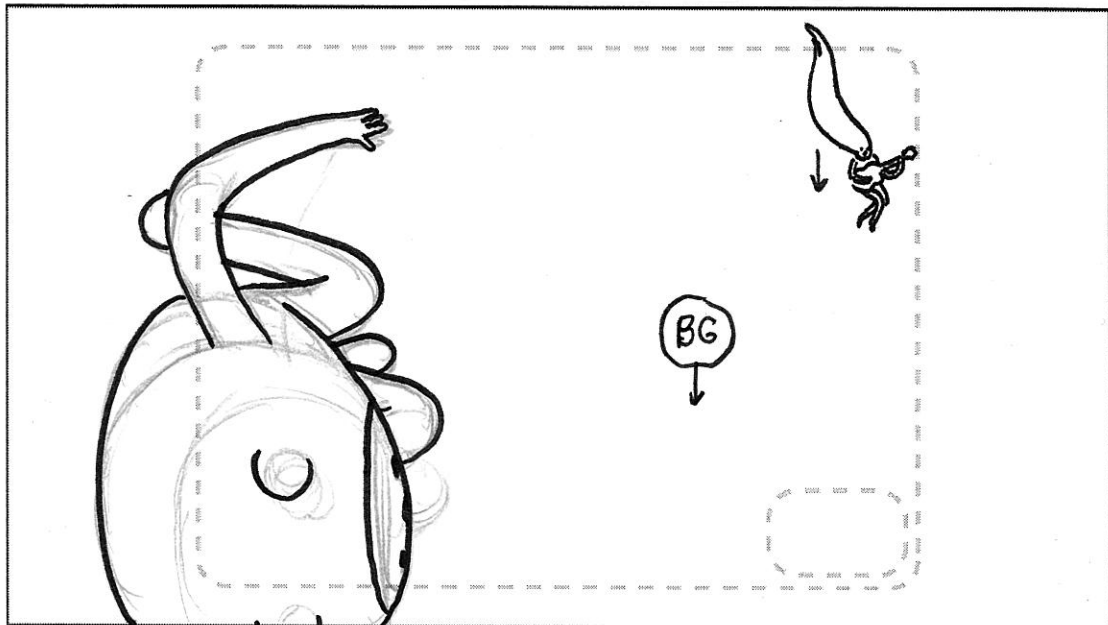
ADVENTURE TIME



Sc. 102 Pnl. E Bg. day night



Sc. 102 Pnl. F Bg. day night



Dialog: (marceline distant singing)
Finn / what the...
marceline / ♪ what can I do, what can I do? ♪

Marceline / ♪ so-lo and blue... ♪

Action:

Timing:

EPISODE #

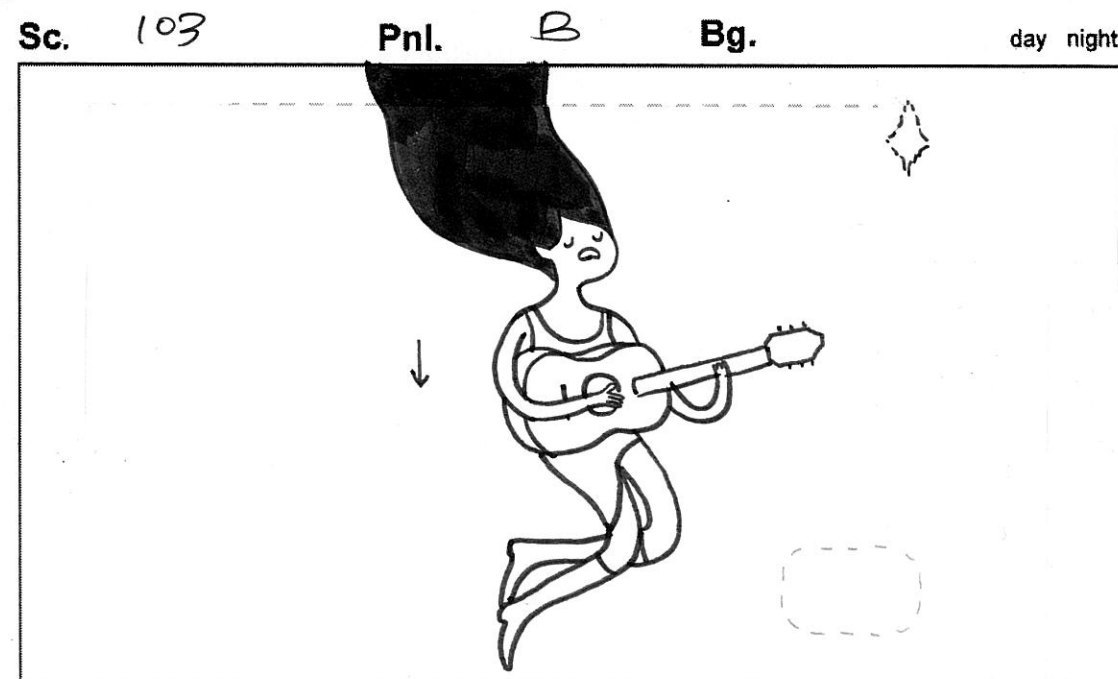
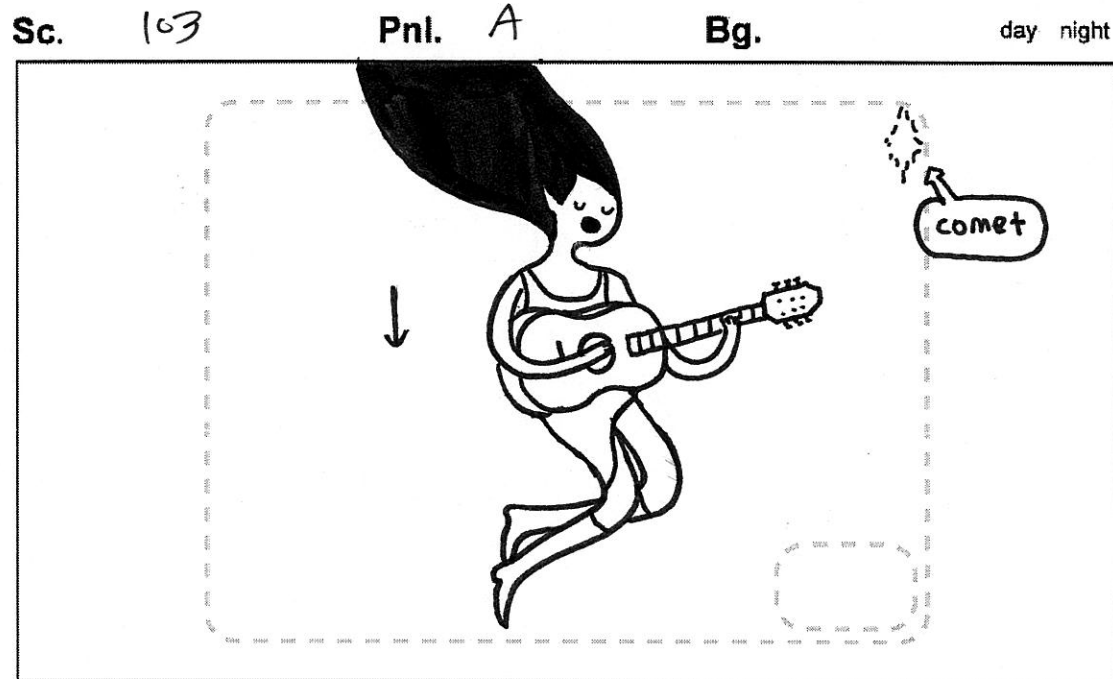
Production :

1025-180

ADVENTURE TIME



Page 144



Dialog: Marceline/ I'm still the sad. ————— est wong lord

Action: marceline floating down

Timing:

EPISODE #

1025-180

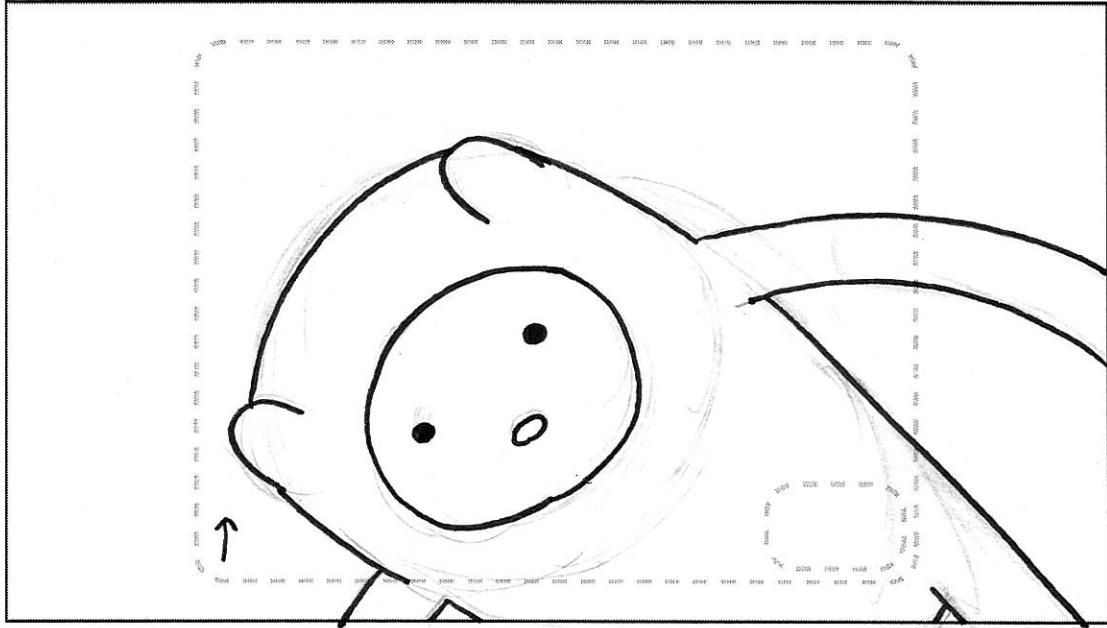
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

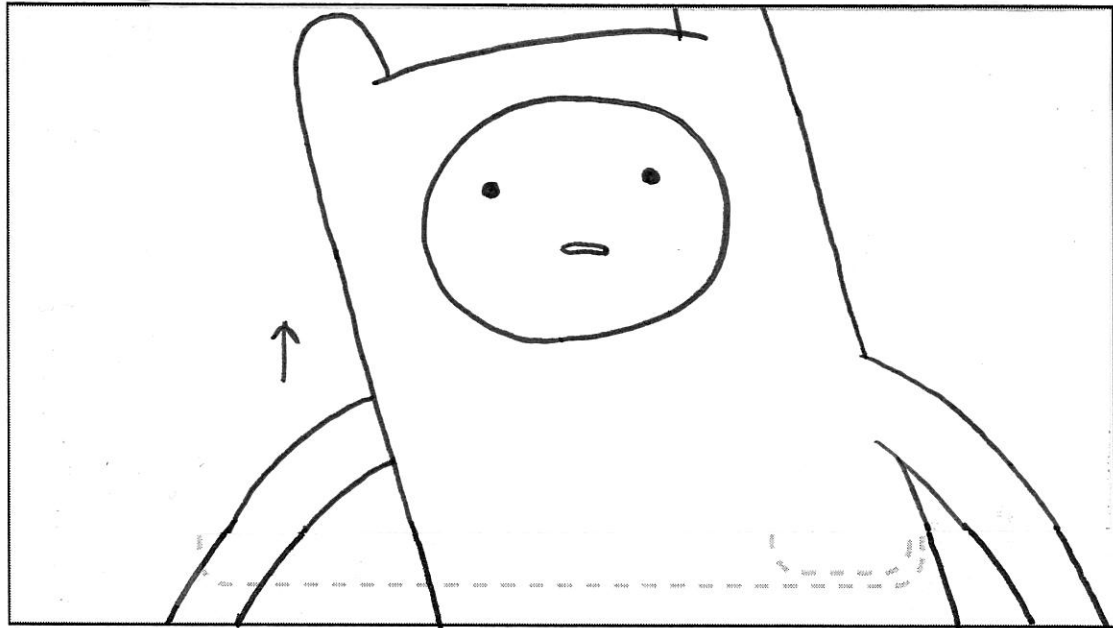
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



Sc. 104 Pnl. B Bg. day night



Dialog: Marceline (OS) / ♪ A lonely foamy —————> bone lord

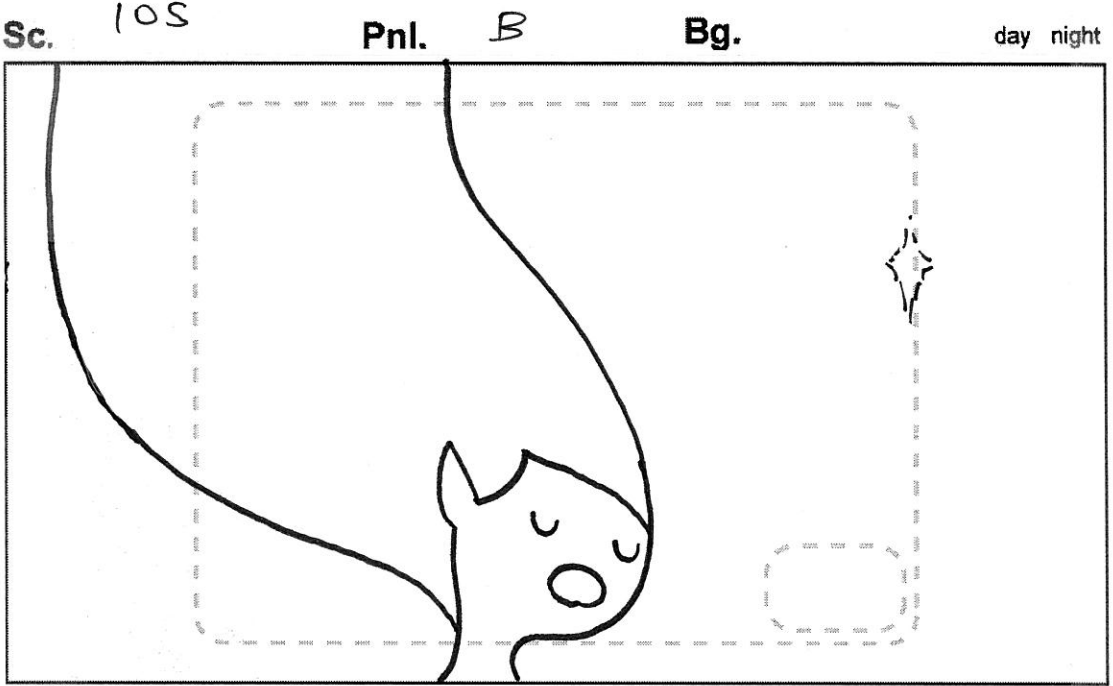
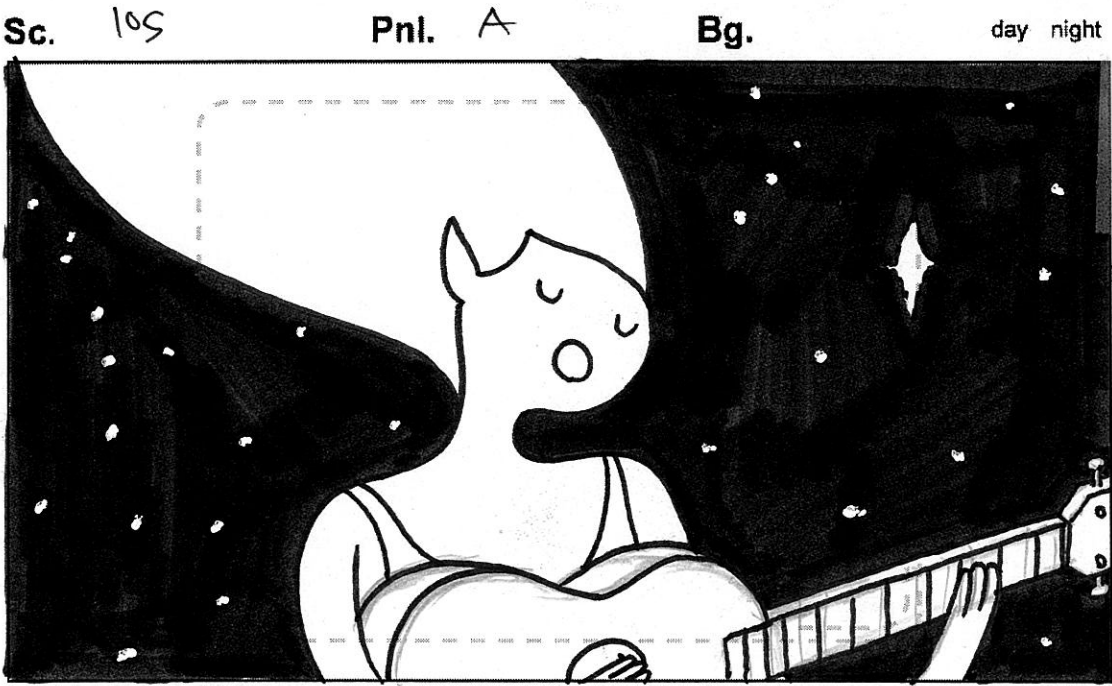
Action: finn slowly floating up

Timing:

EPISODE # 1025-180
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	M / δ don't care about a thing	M / δ Like a trash bag in the wind
Action:		
Timing:		

Production :

EPISODE #

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 105 Pnl. C Bg. day night

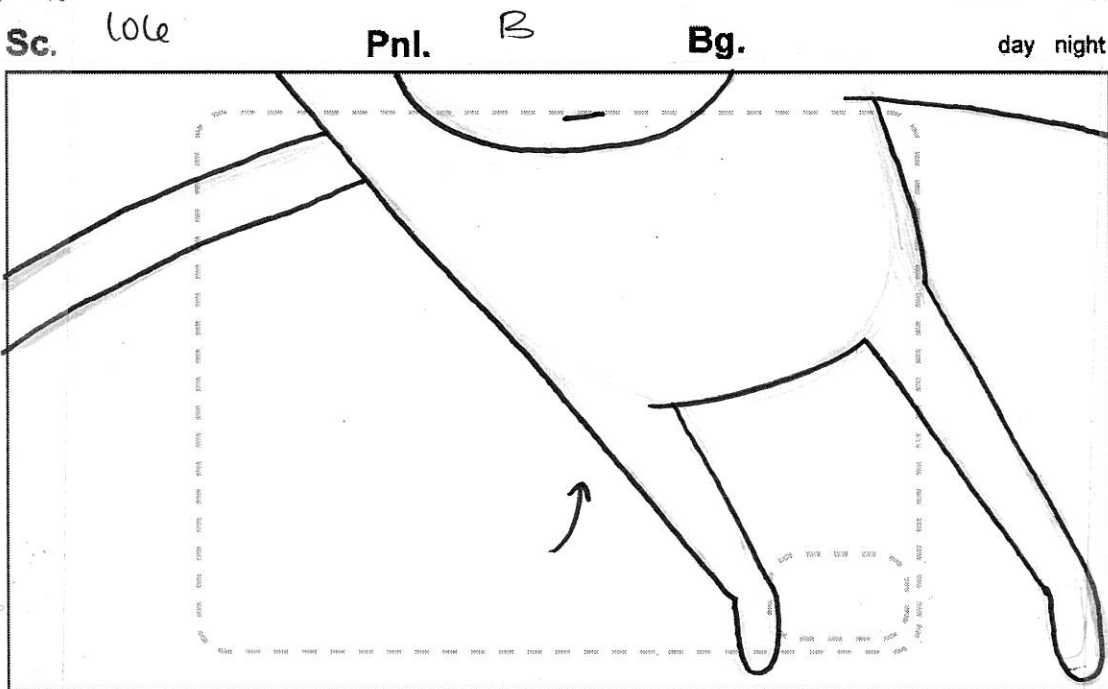
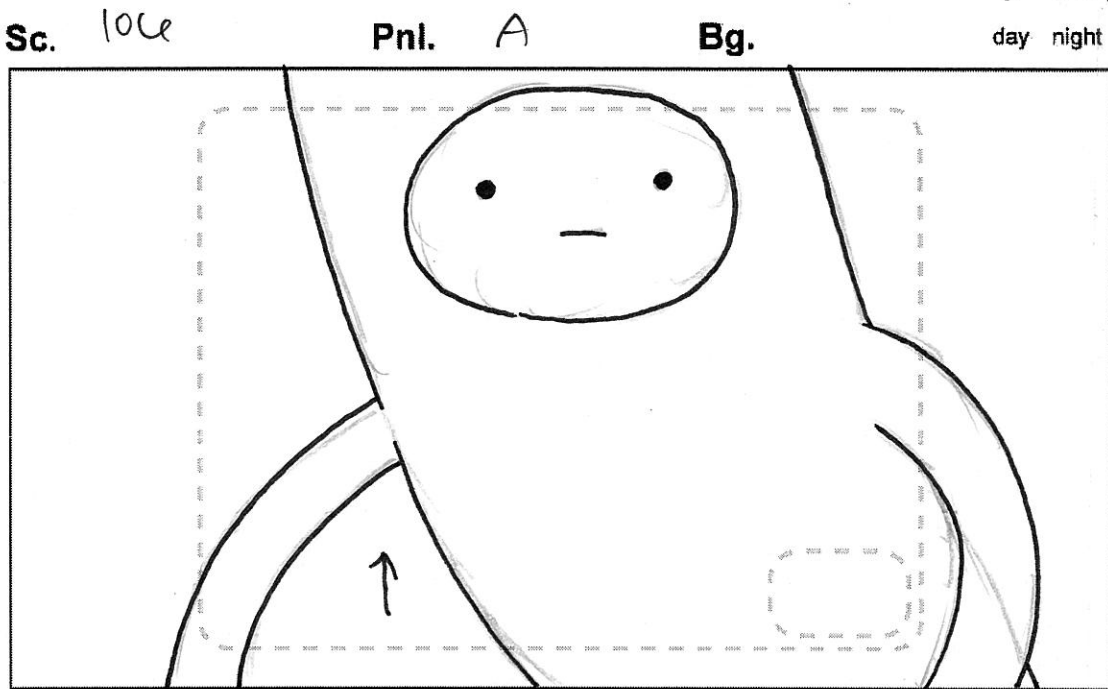
Sc. 105 Pnl. D Bg. day night

Dialog:	m/♩ Like a butt that has a face ♪	m/♩ dutch boxing up the palace ♪
Action:		
Timing:		

EPISODE # 1025-180

Production :

ADVENTURE TIME



Dialog: Marceline (os)/ and it stinks it stinks ——— it stinks it stinks
(Marceline voice fade out)

Action:

Timing:

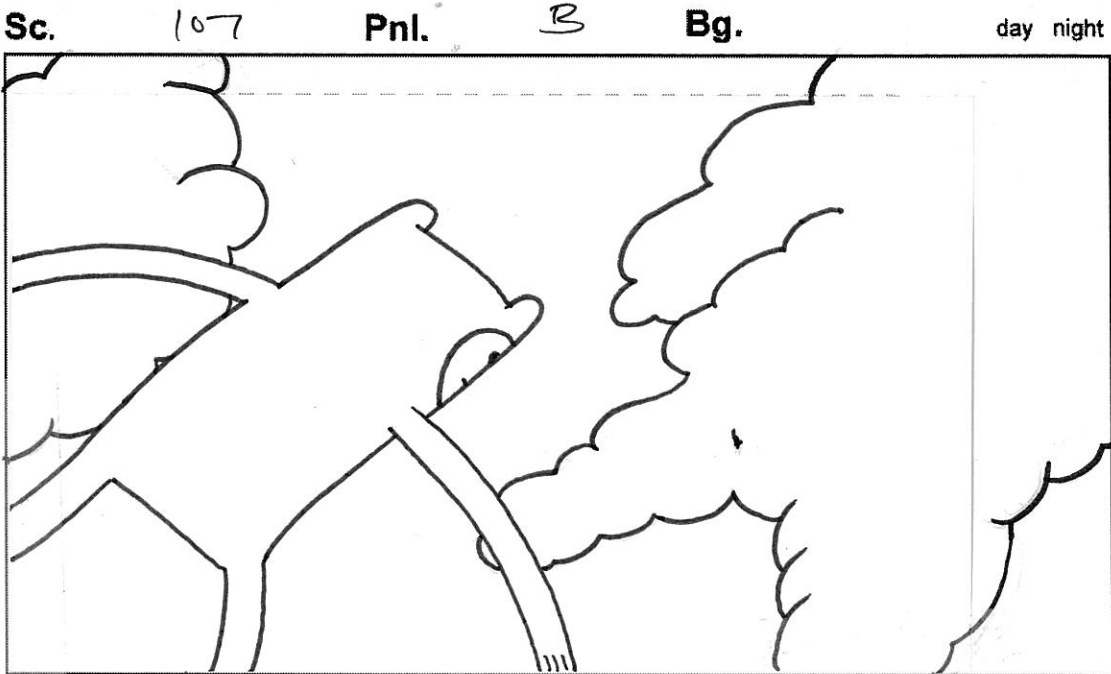
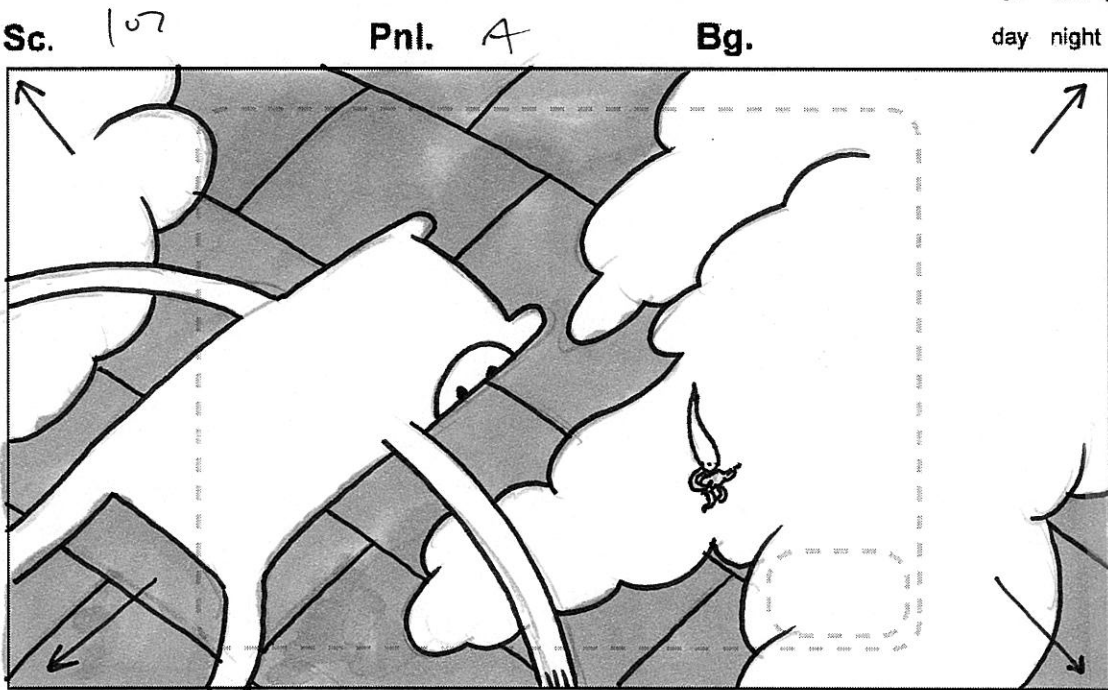
EPISODE #

Production :

1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Finn/ sheesh.

Action:

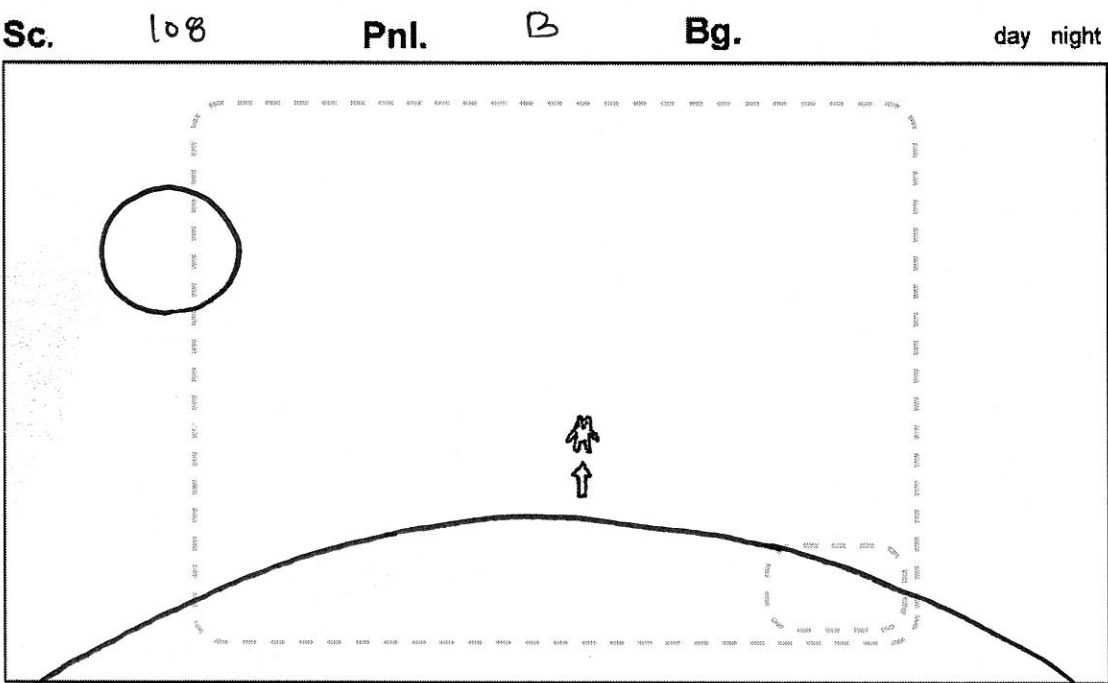
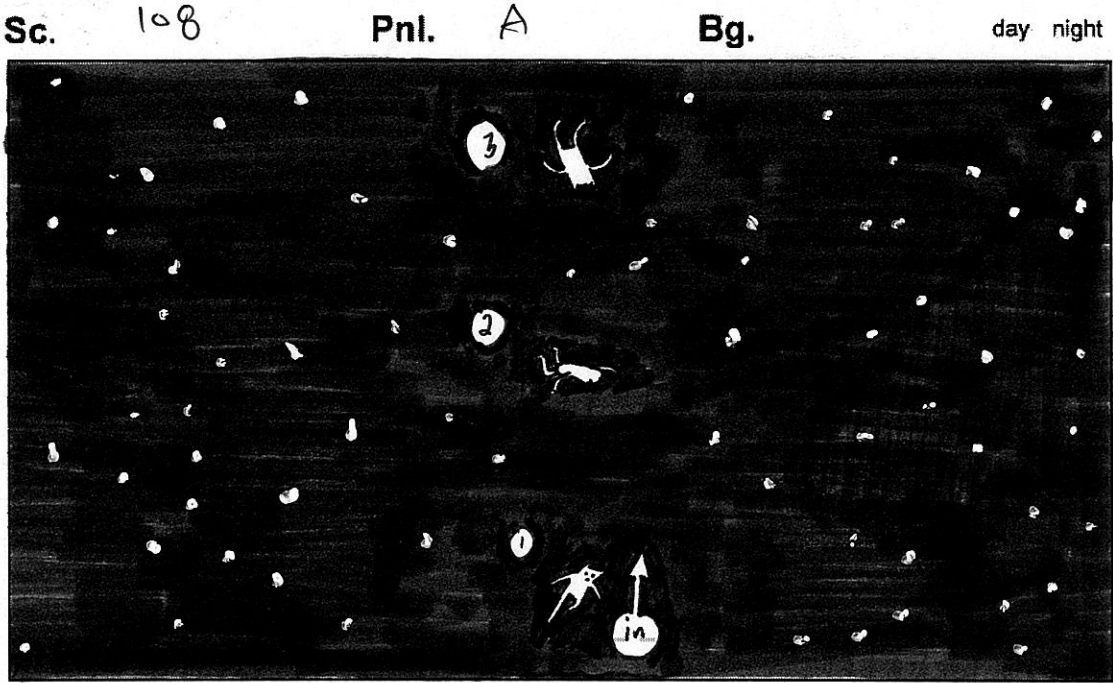
Timing:

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog: Finn/ I wonder if being a sad loner gives you more raw materials to form song ideas.

Finn/ Is that where creativity comes from?

Action: (finn flying up and forward)

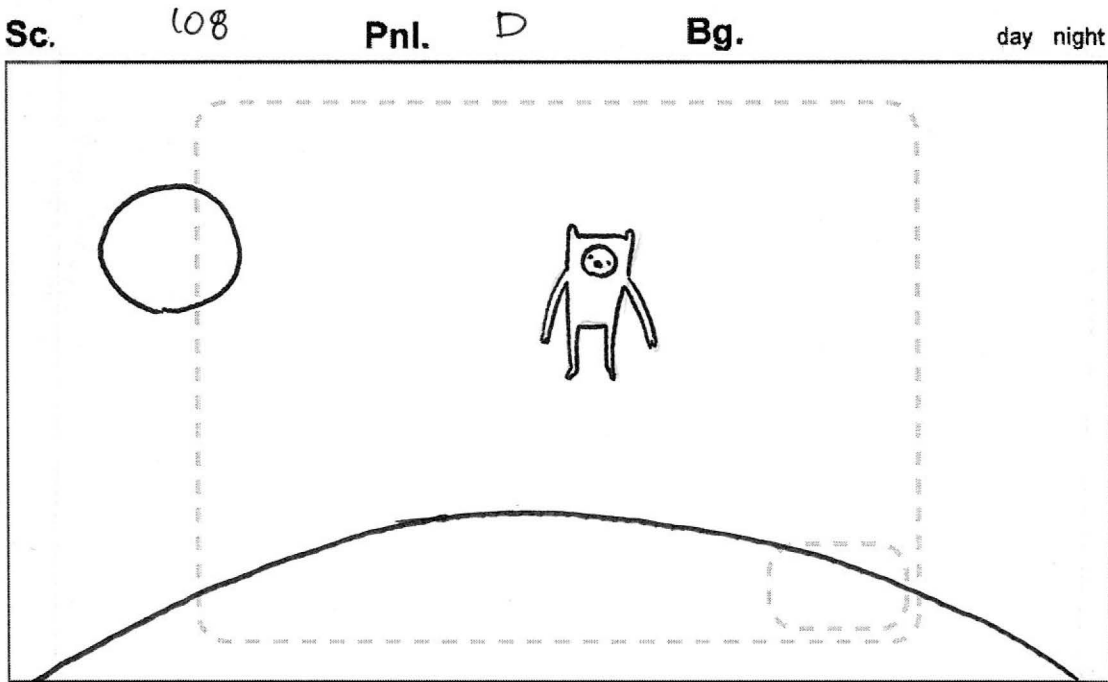
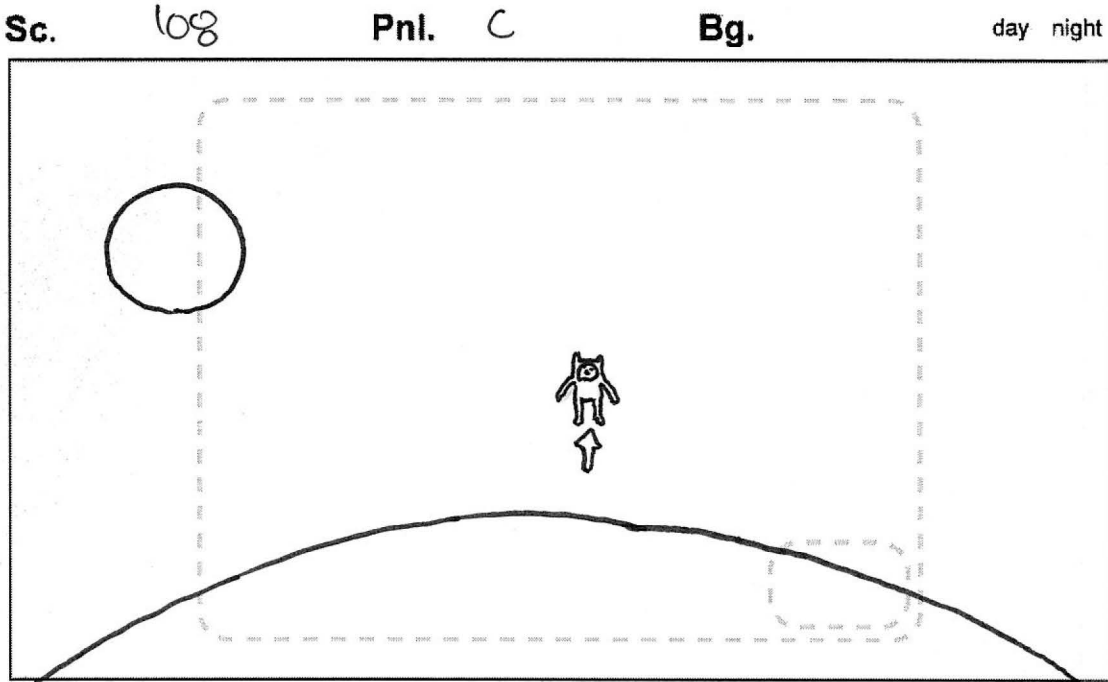
Timing:

1025-180

EPISODE #

Production :

ADVENTURE TIME



Dialog: Finn/ From sad biz?

F/ I'm so high up now.

Action:

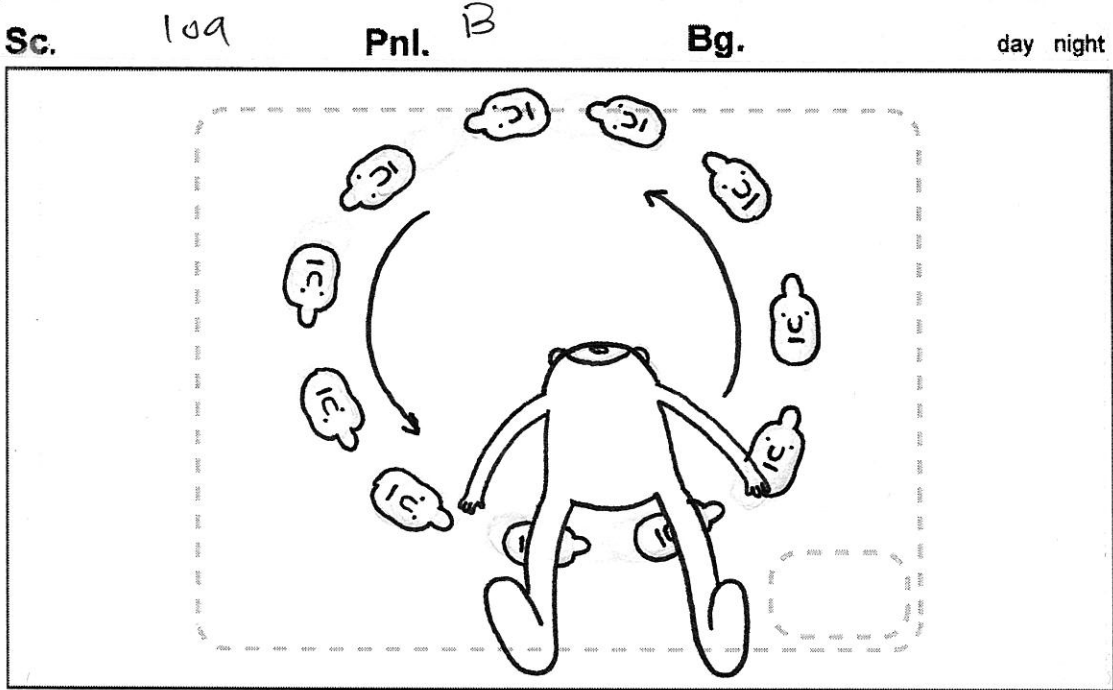
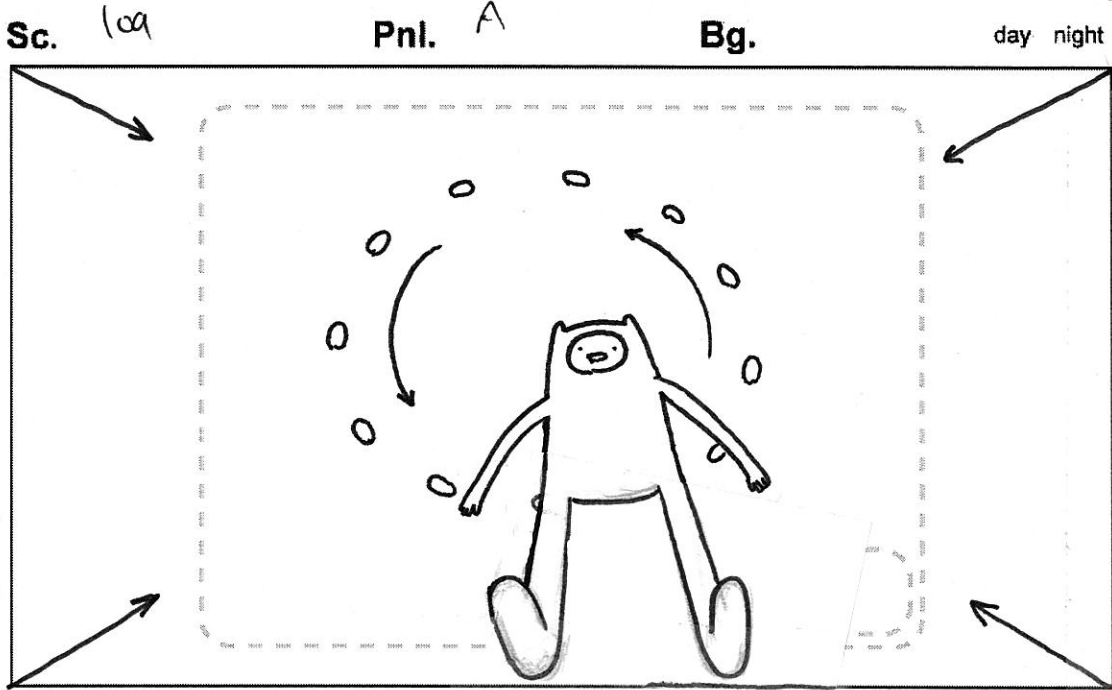
Timing:

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog: Finn/ I'm so high up there is no high up.
It's all just -

Finn/ woah what the -

Action: space lands flying in a circle

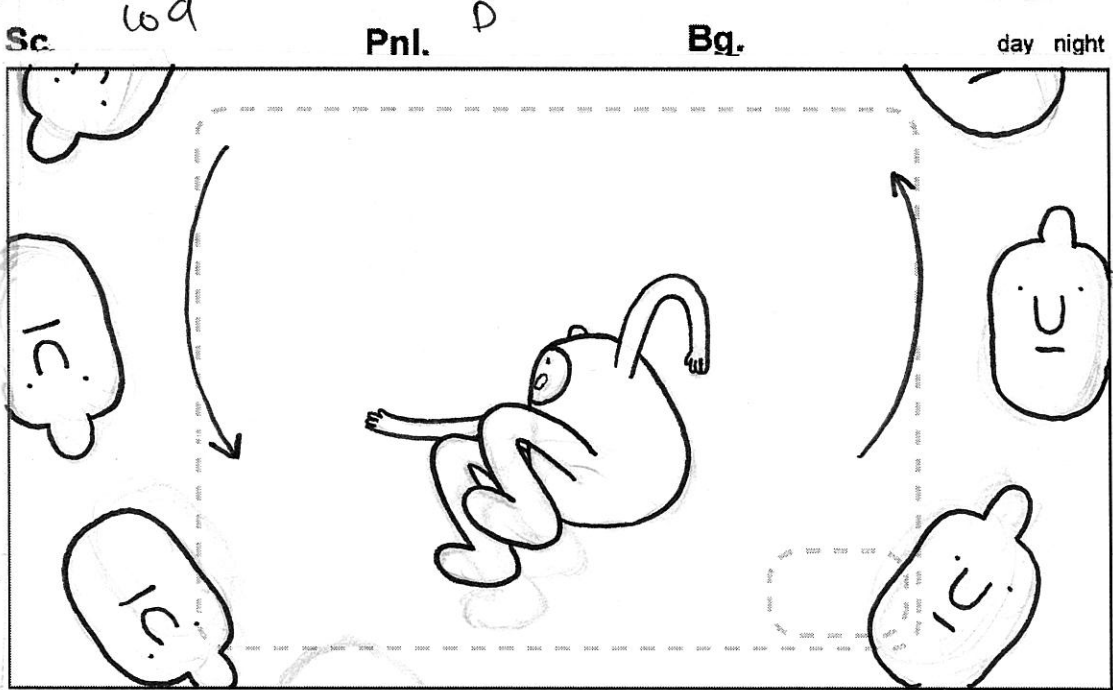
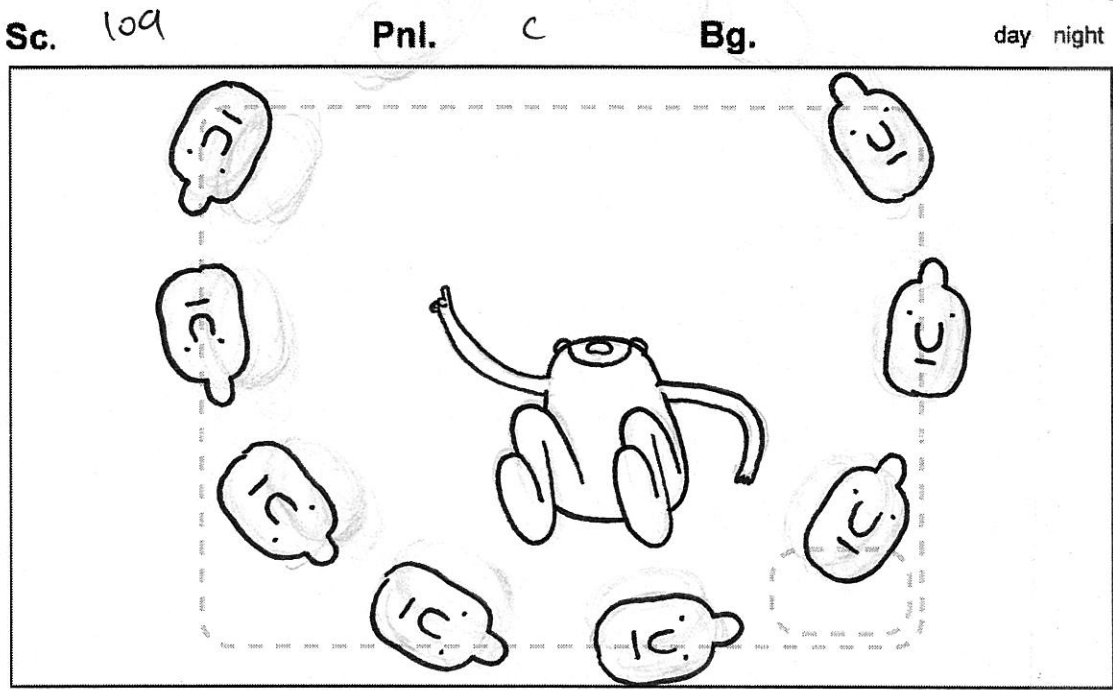
Timing:

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog: Finn / 000hh -

Finn / (cont) - hhaaa

Action:

Timing:

EPISODE #

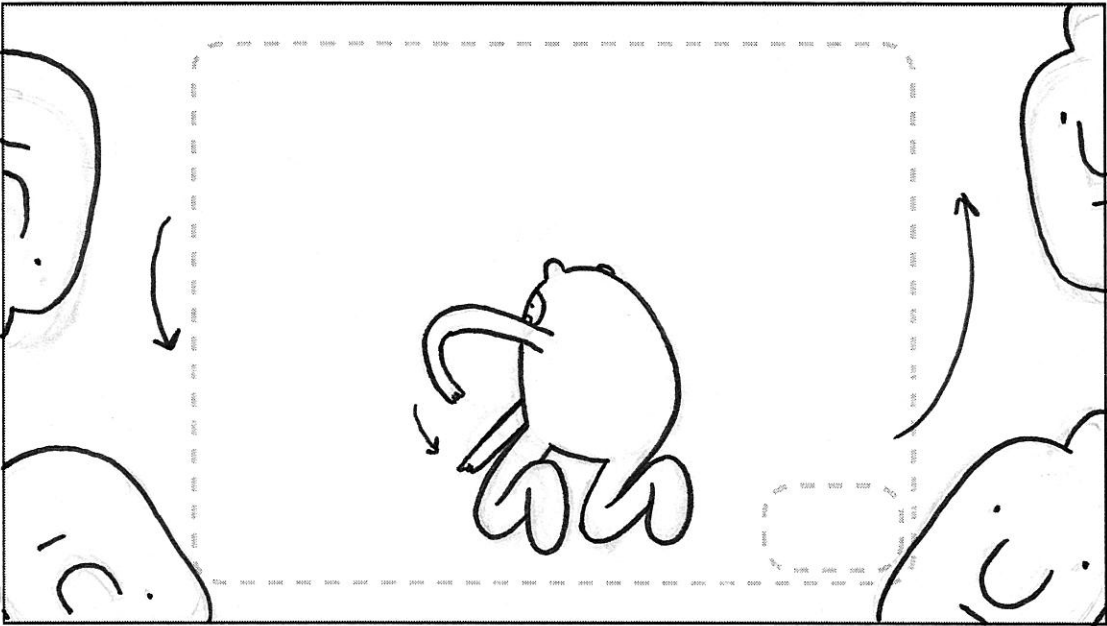
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

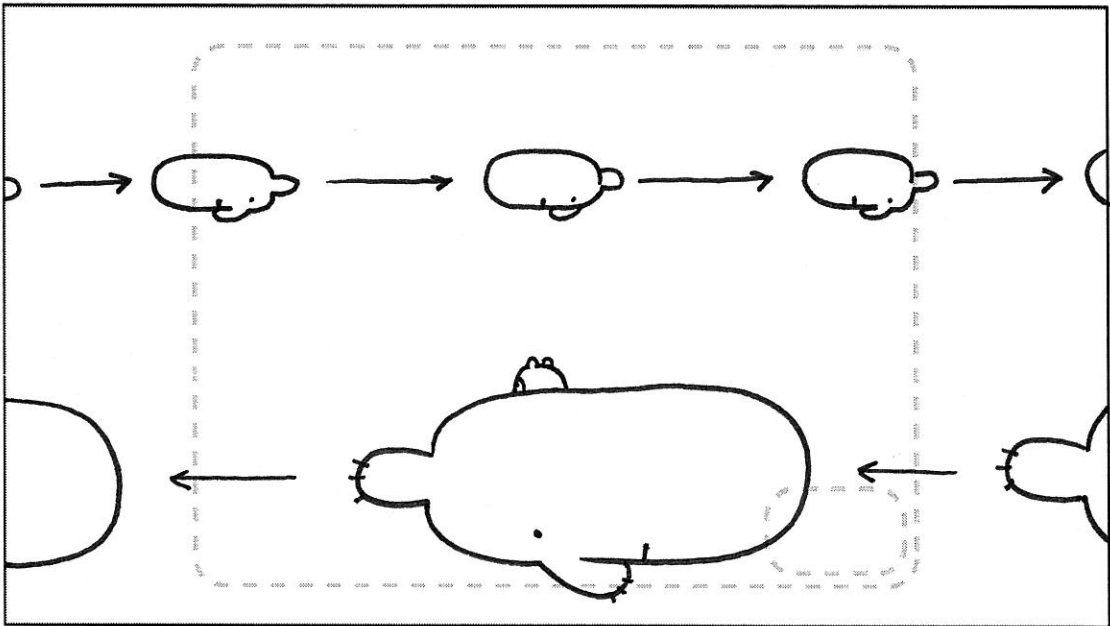
ADVENTURE TIME



Sc. 109 Pnl. E Bg. day night



Sc. 110 Pnl. A Bg. day night



Dialog: Finn/ - a a a a

Finn/ Space Lards!

Action:

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night

Sc. 110 Pnl. C Bg. day night

Dialog:

Finn/① aw man , Jake would —————> be flipping out !

Action:

Timing:

EPISODE #

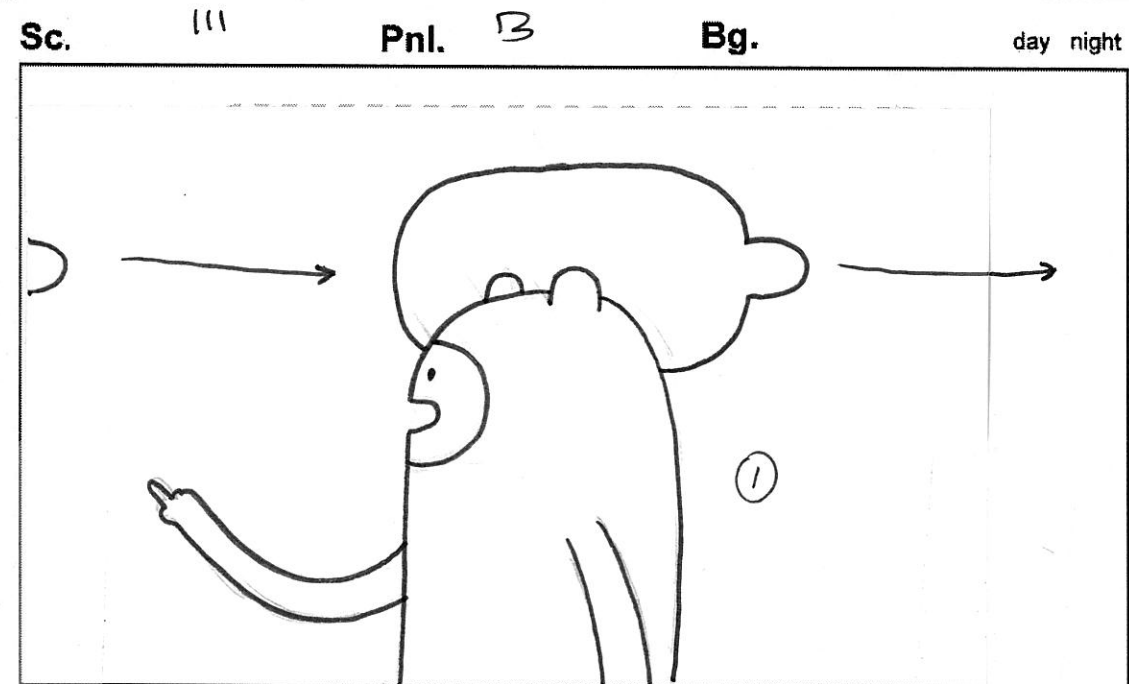
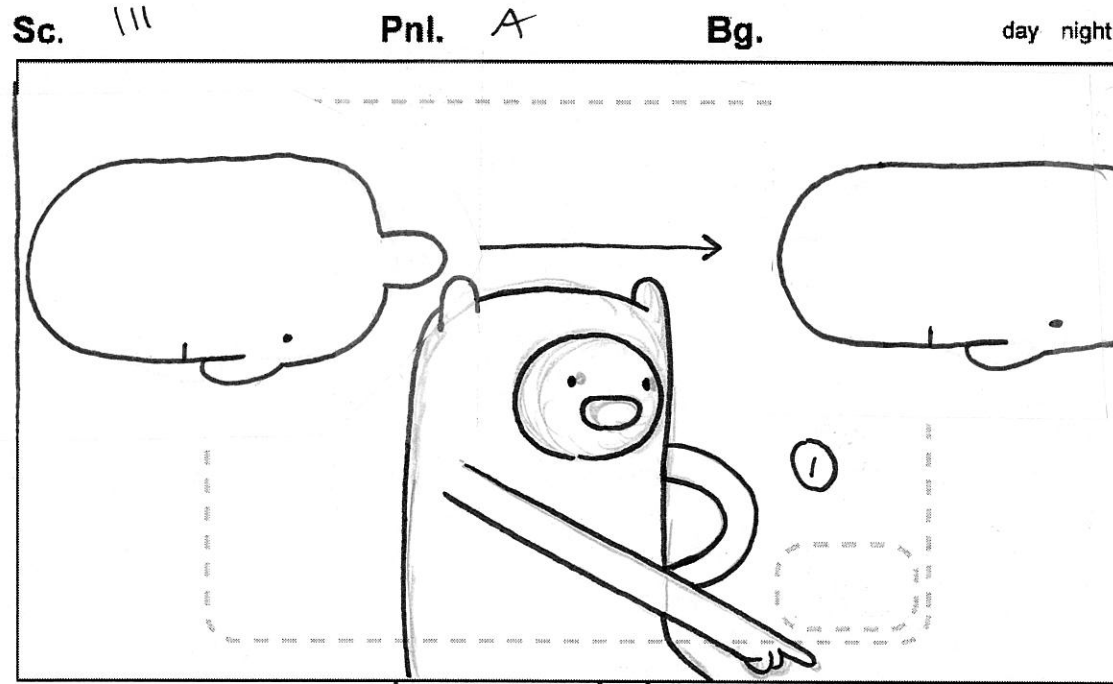
Production :

1025-180

ADVENTURE TIME

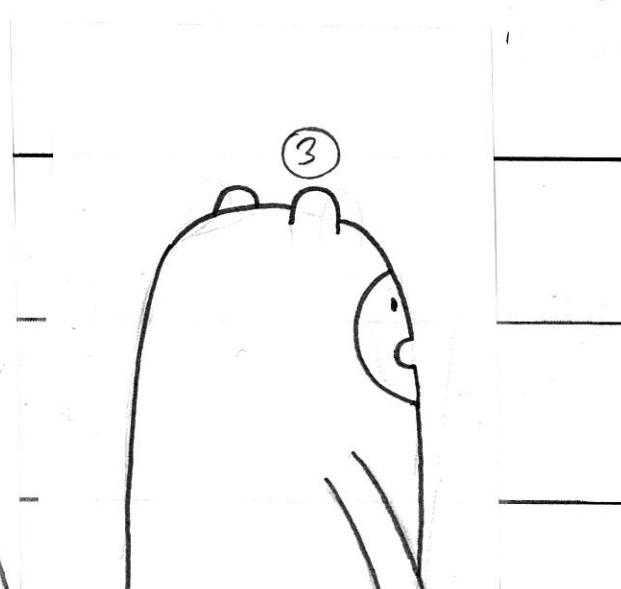
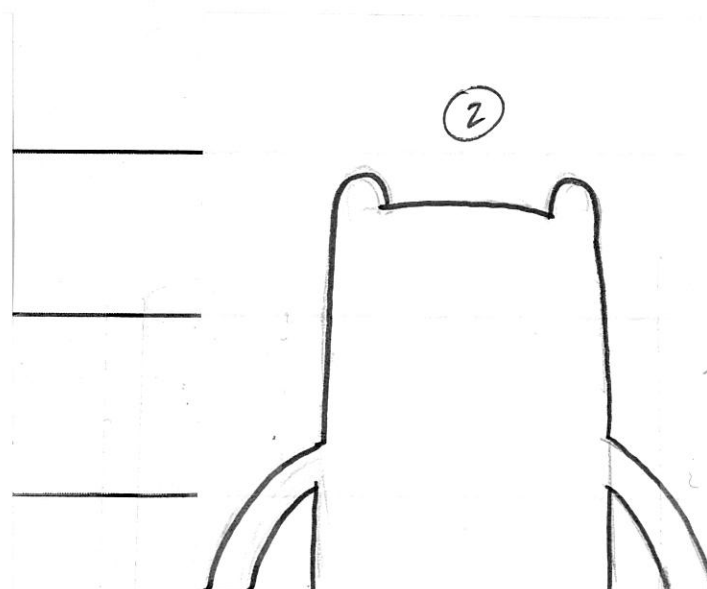
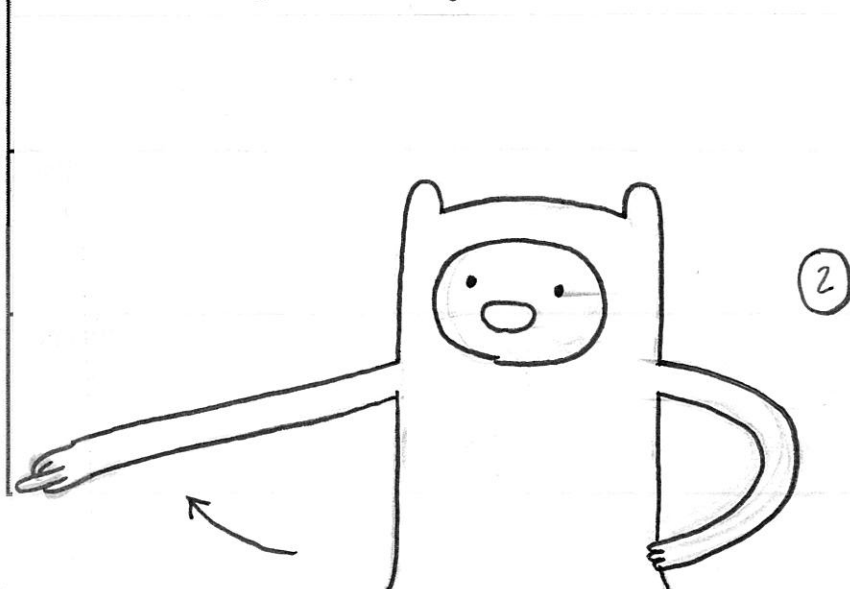


Page 156



Dialog: Finn ① Tryna get that ② super rare milk!

Finn / ① make a sick ② Flan with that ③ milk, oh well.



EPISODE #

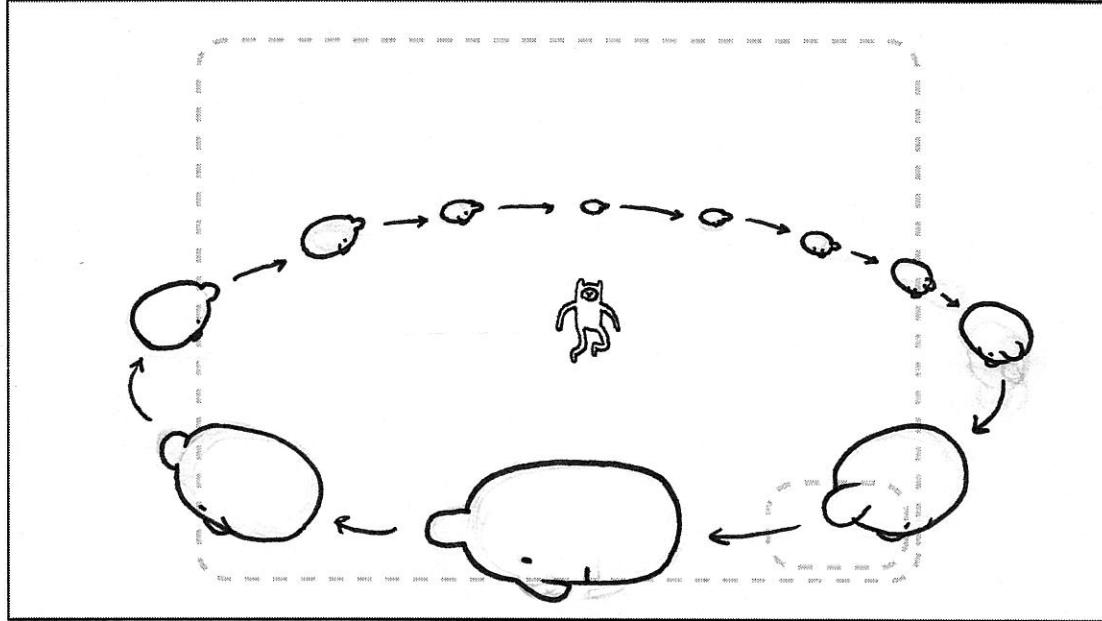
1025-180

Production :

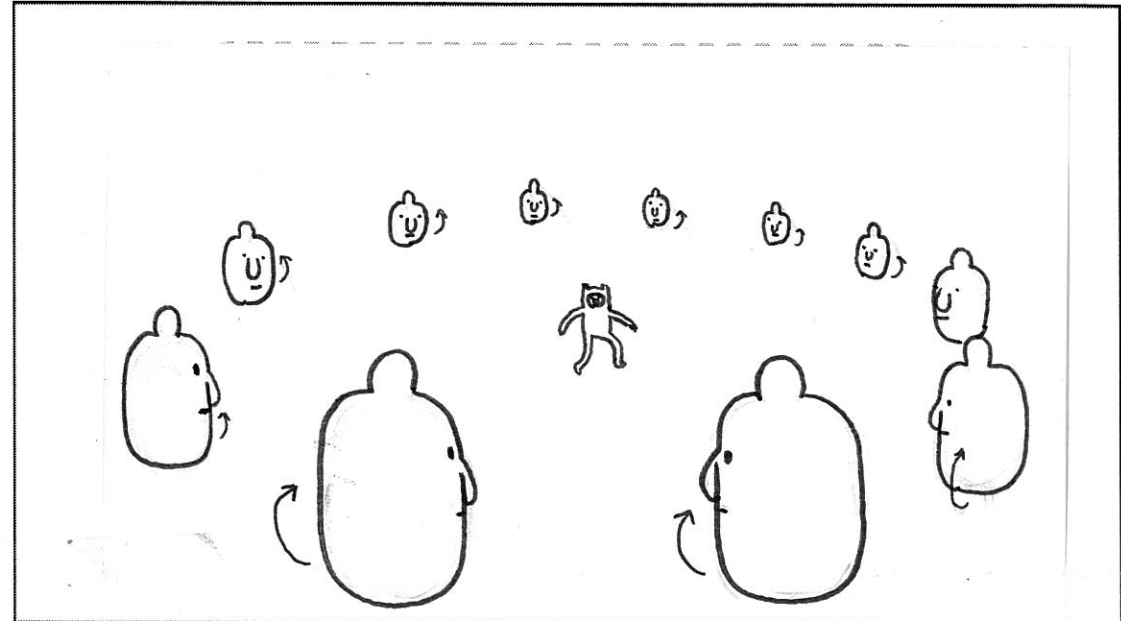
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog: space lards walla / (whale call)

Finn/ woah!

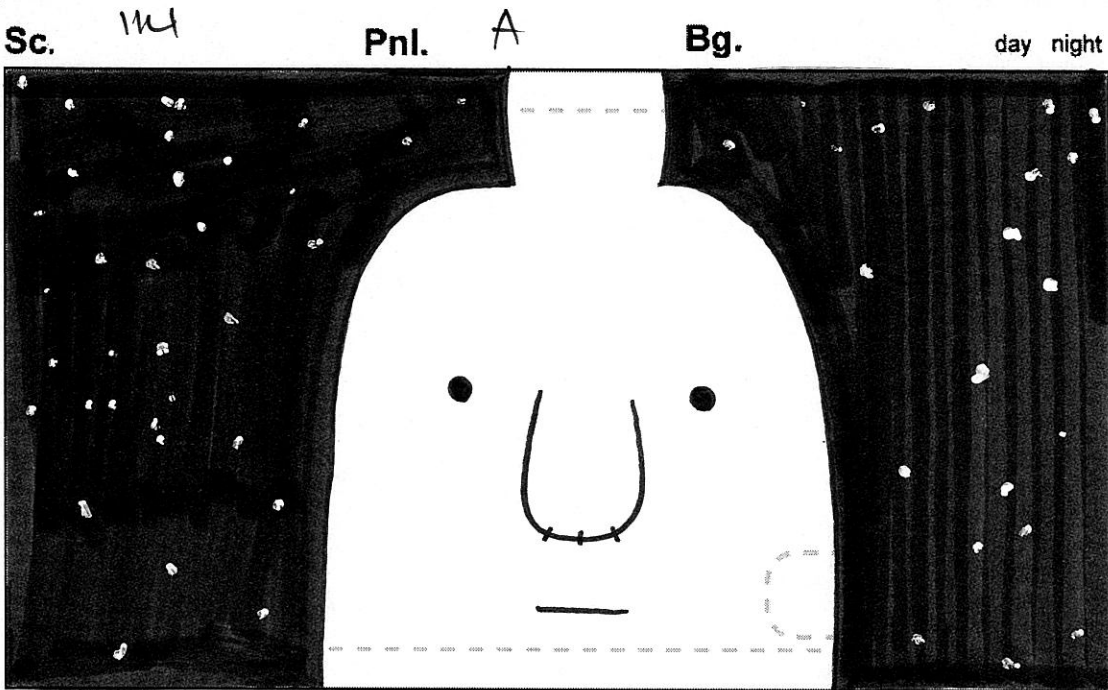
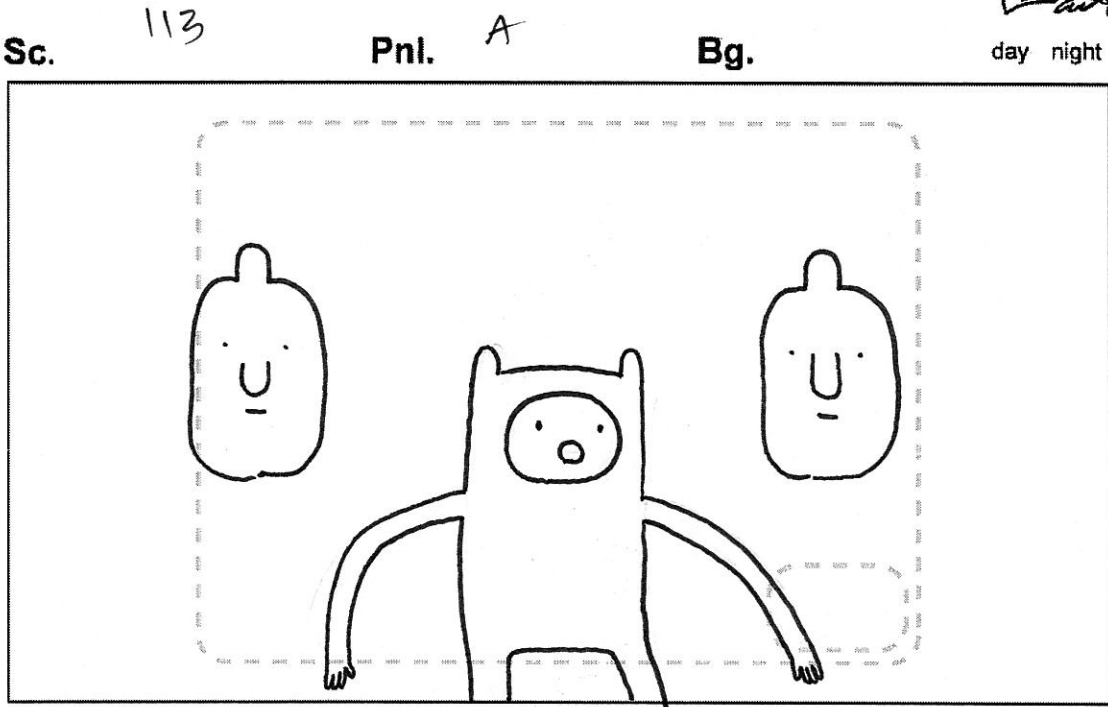
Action: space lards stop and flip upright.

Timing:

EPISODE # 1025-180

Production :

ADVENTURE TIME



Dialog:	Finn/ what's going on?	Finn/(as) You can't see me right?
Action:		
Timing:		

EPISODE # 1025-180

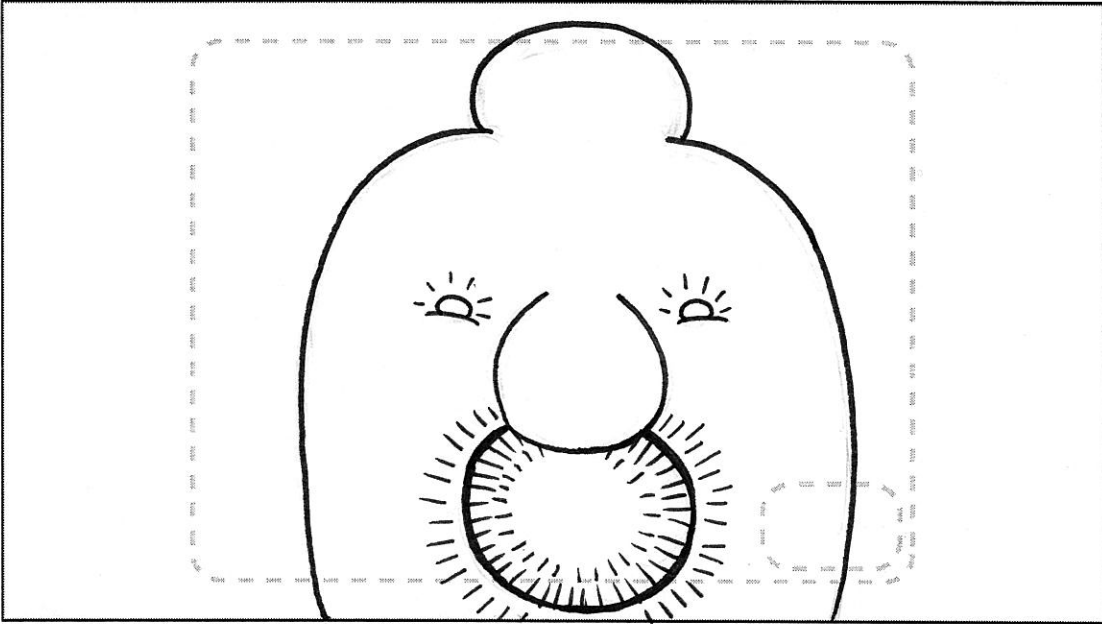
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

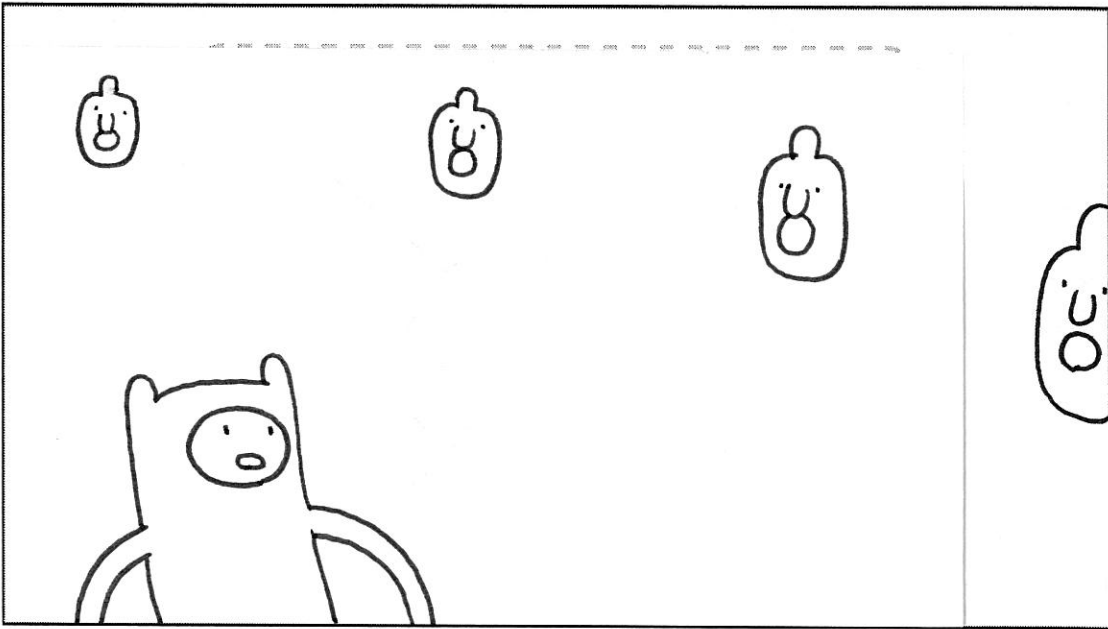
ADVENTURE TIME



Sc. 114 Pnl. B Bg. day night



Sc. 115 Pnl. A Bg. day night



Dialog: space lards / GWAA

swalla / GWAAA

Action: space lards eyes + mouth glow

Timing:

Production :

EPISODE #

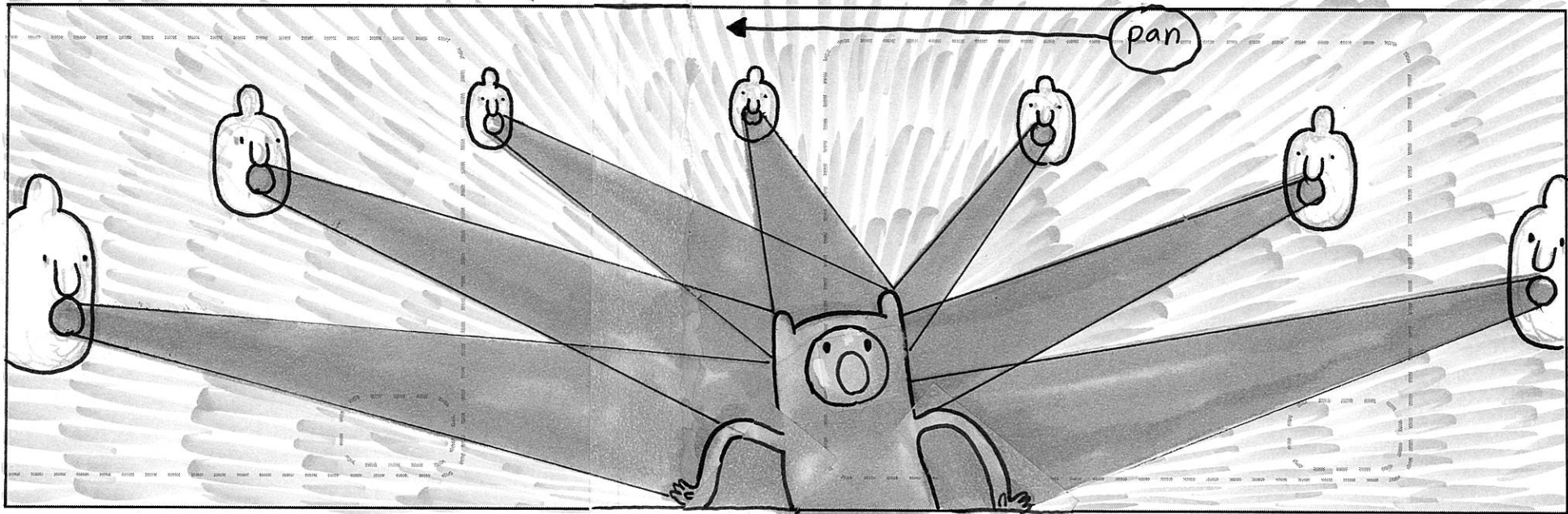
1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



day nig c. 11S Pnl. B Bg. day night



Dialog:

Finn/ AAAAAA!!!

Action:

space lords blast Finn.

Timing:

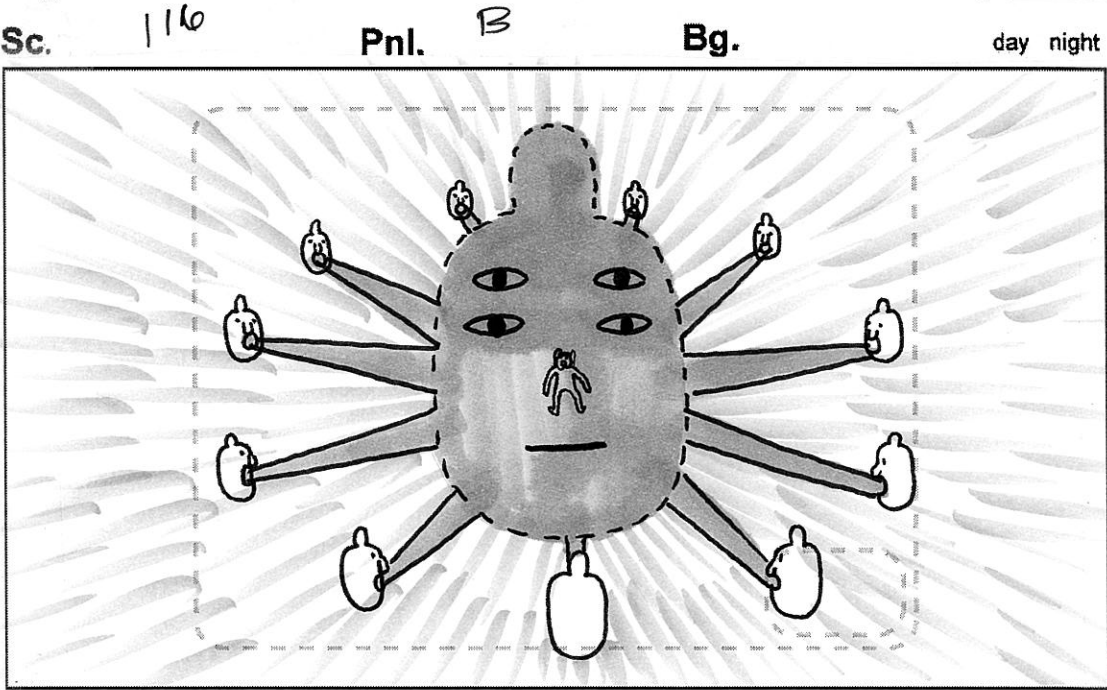
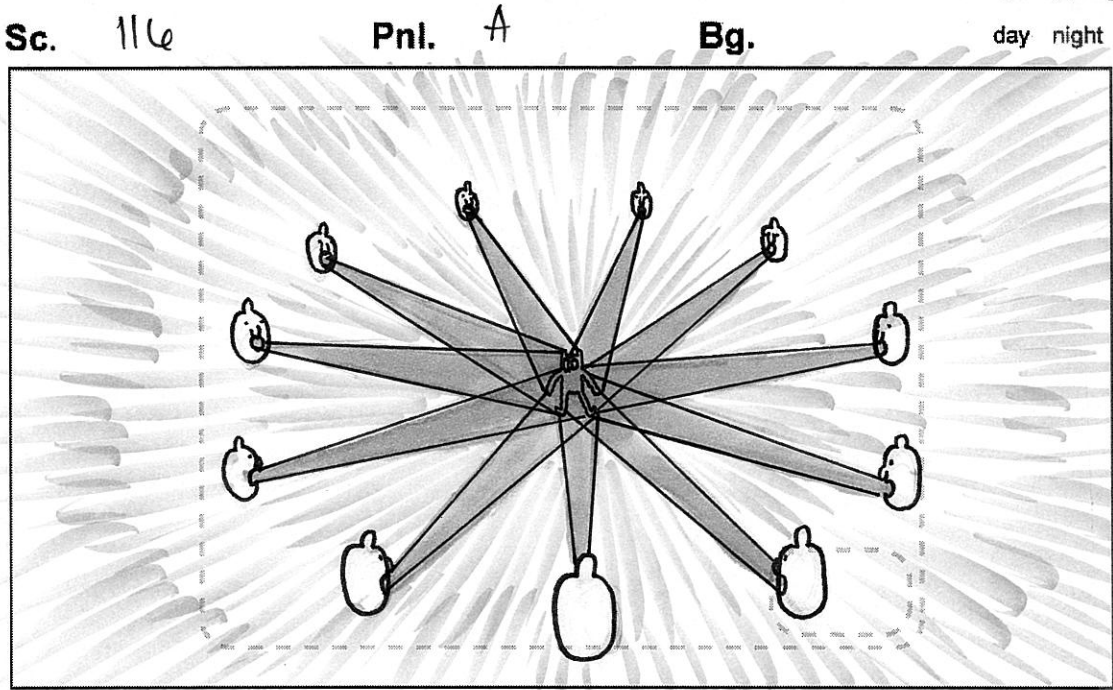
EPISODE #

1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

mother lord emerges

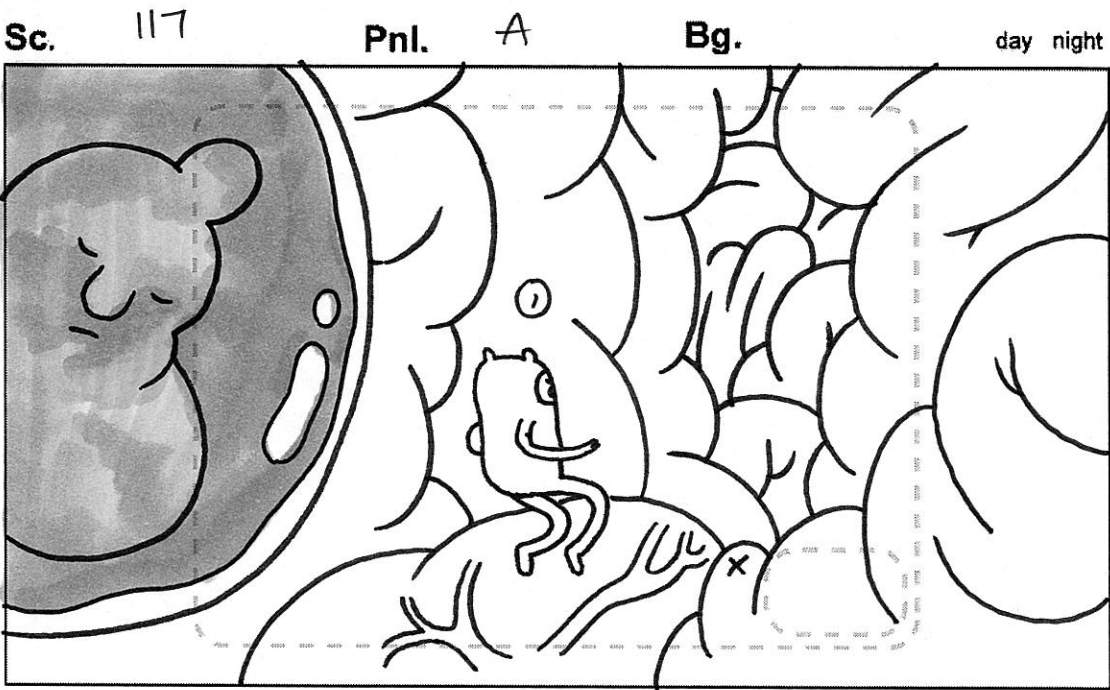
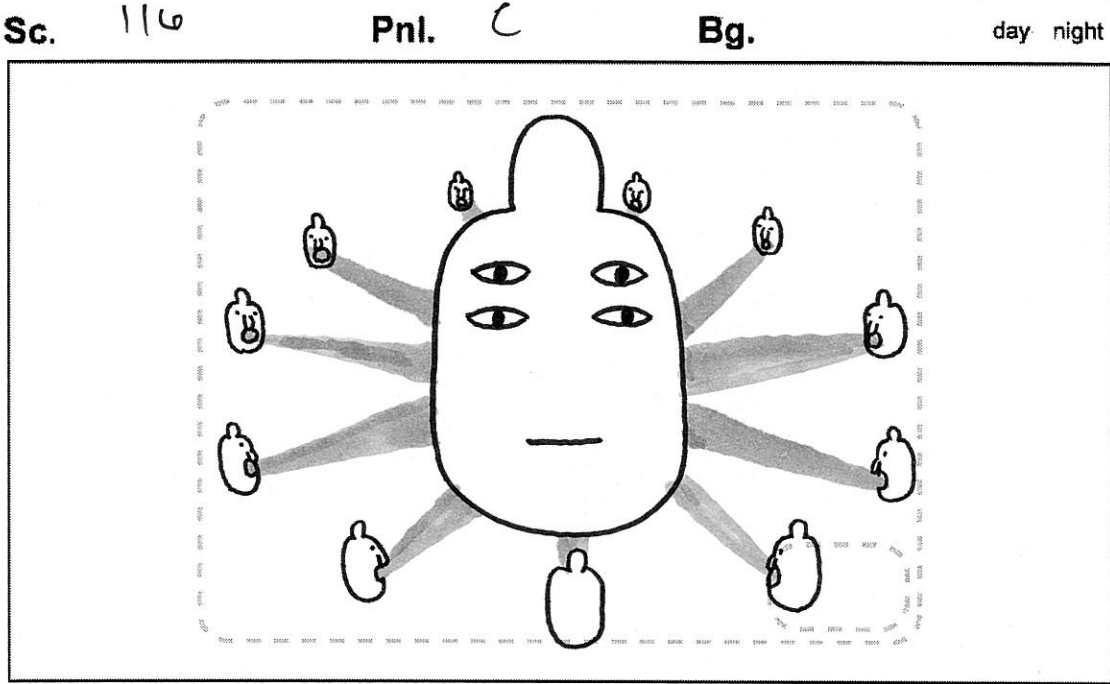
EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Finn / (long gasp)

Action:

Mother lard becomes solid

(Inside Lard mother, organs pulsing)



Timing:

Production :

EPISODE #

1025-180

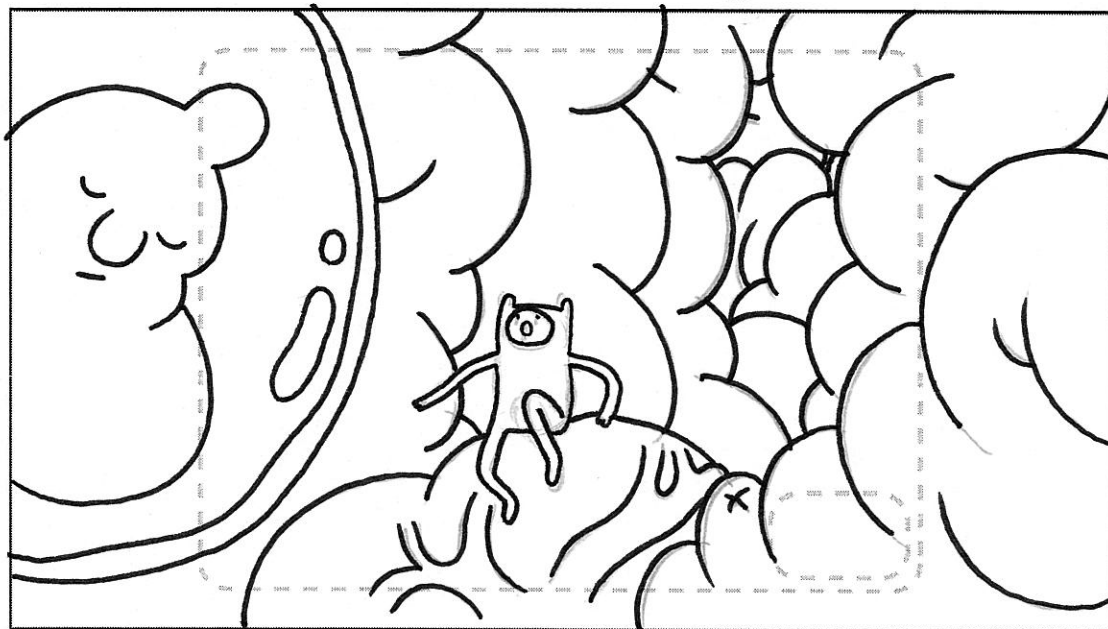
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

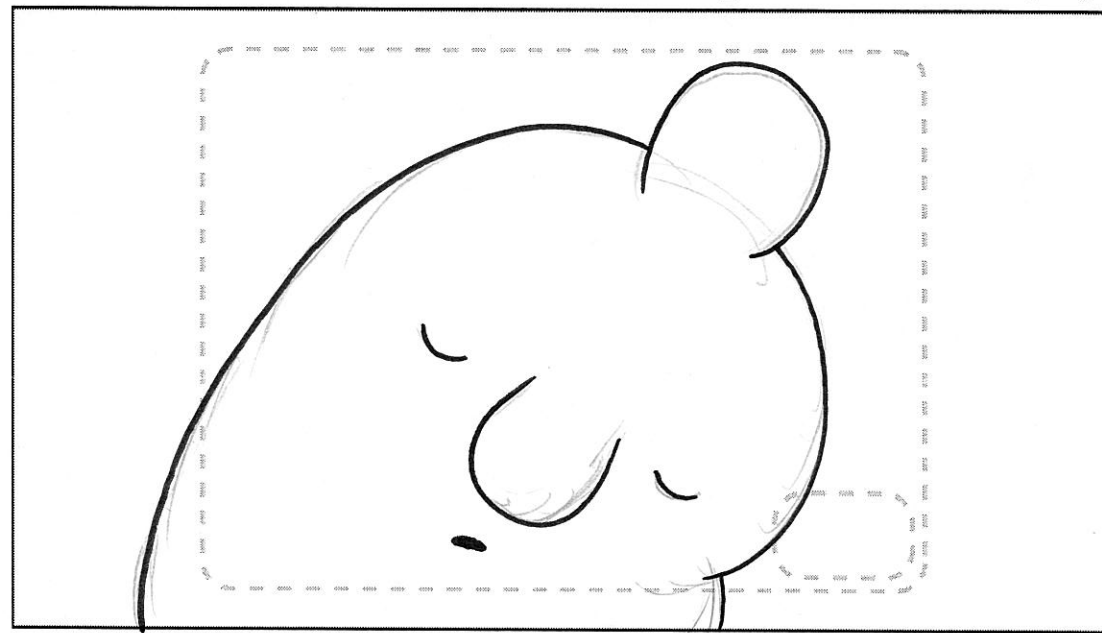


Page 163

Sc. 117 Pnl. B Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog: Finn/ I'm in the Mother Lard!

Baby Spaceland! (makes some kind of underwater dolphin/whale sonar sound)

Action: (organs pulsing)

Baby Lard opens eyes

Timing:



Production :

EPISODE #

1025-180

© 2001 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 11a Pnl. A Bg. day night

Sc. 11a Pnl. B Bg. day night

Dialog:
Action:
Timing:

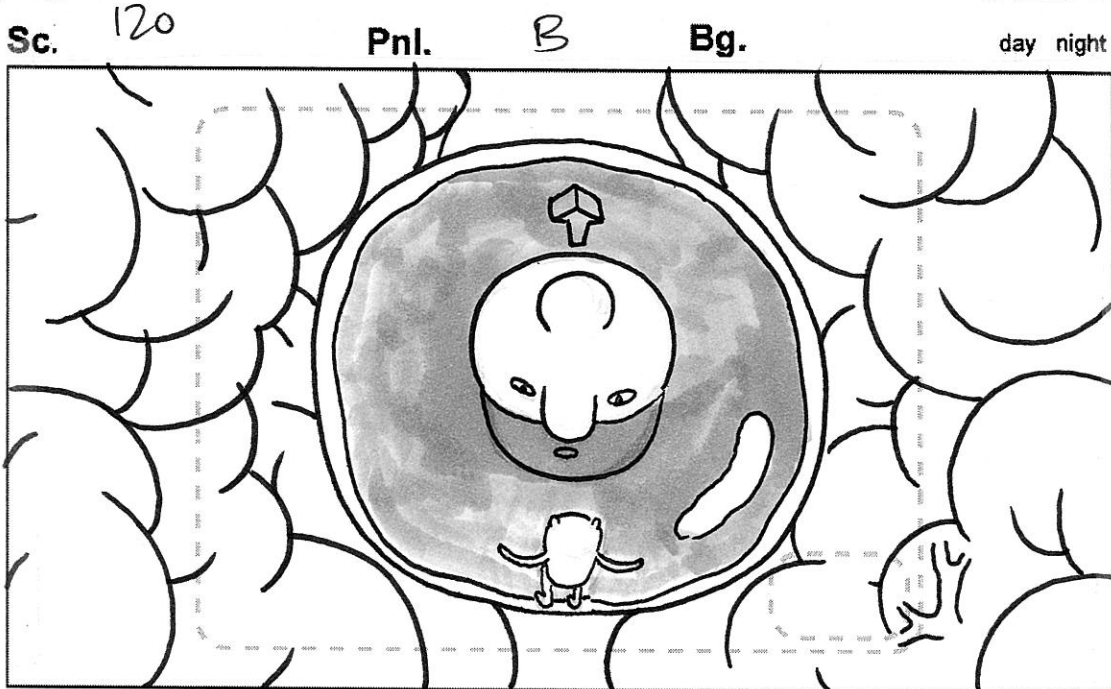
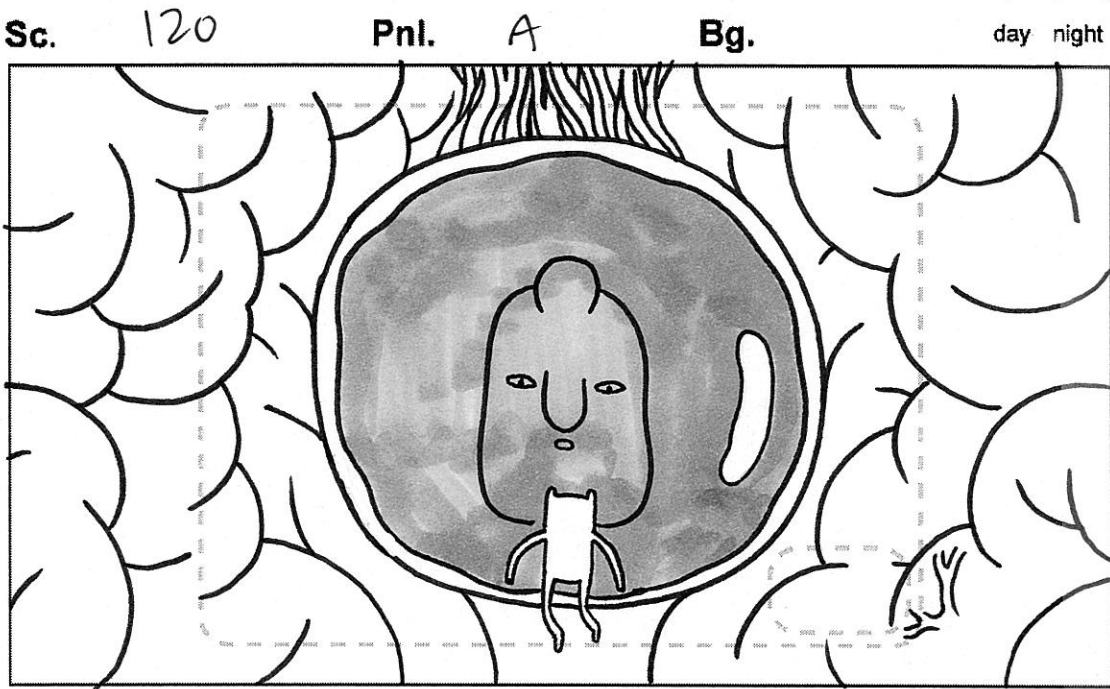
EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Action:

(organs pulsing)

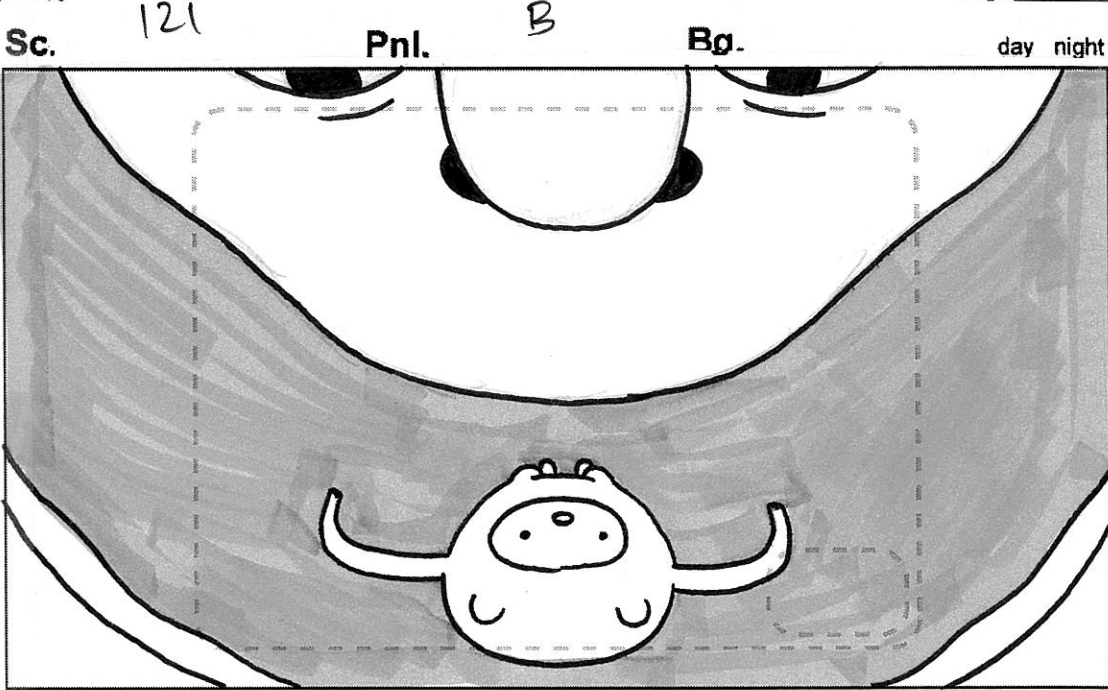
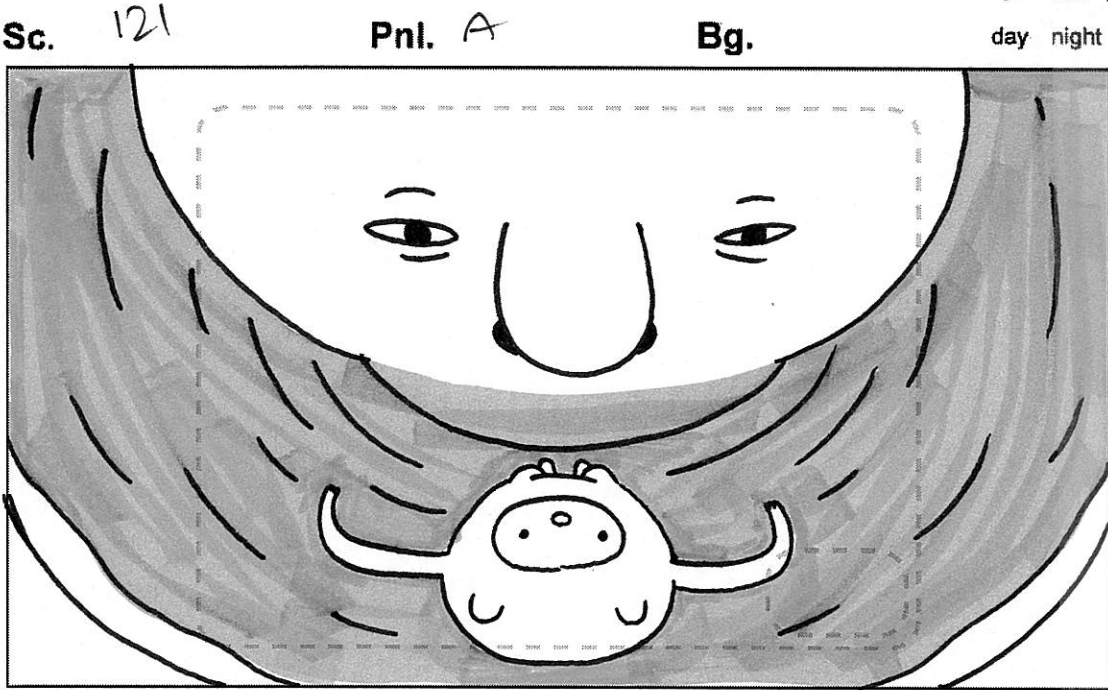
Timing:

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog:

Baby Lard / FINNNNNnnnn

Action:

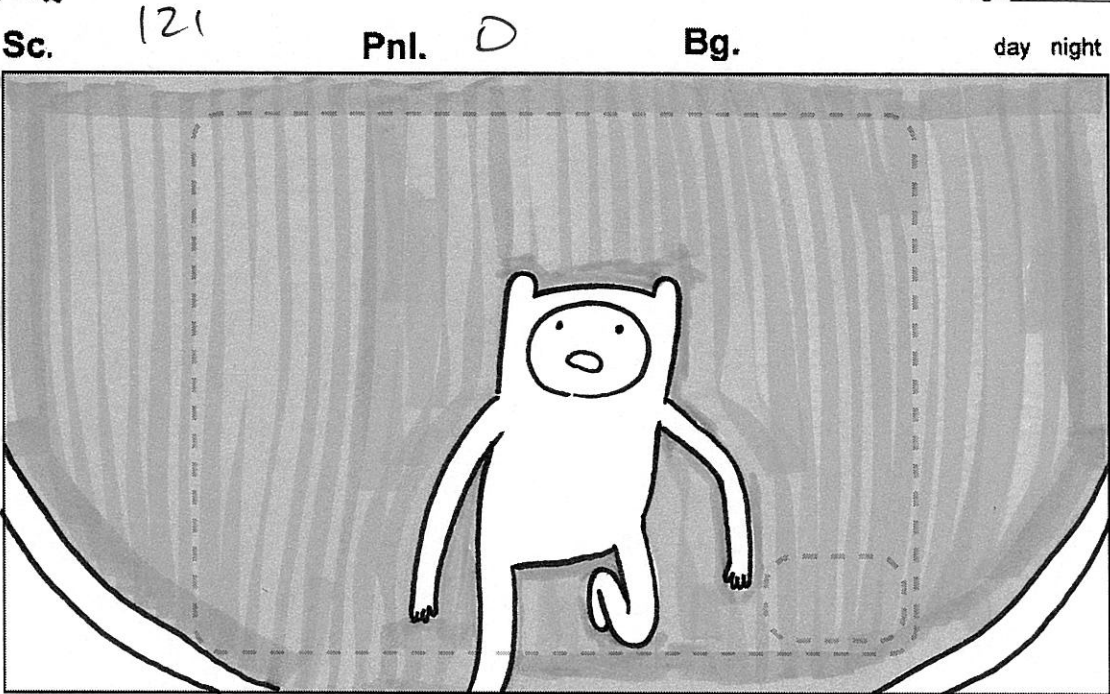
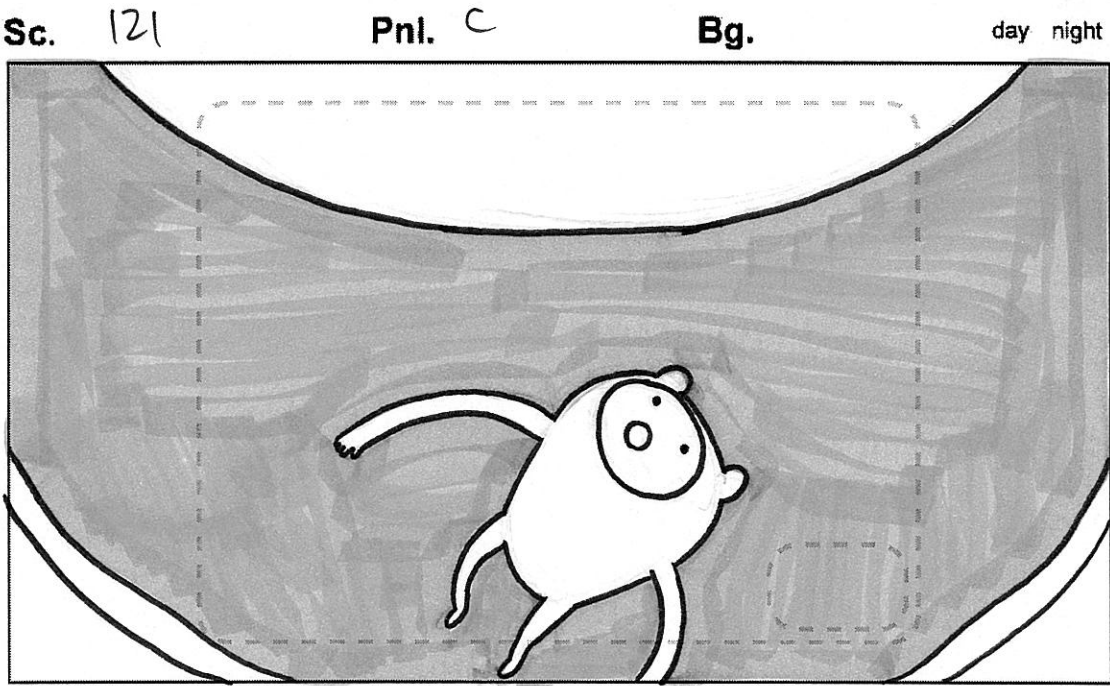
Timing:

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog: Baby Lard (cont) / -nnnn

Action:

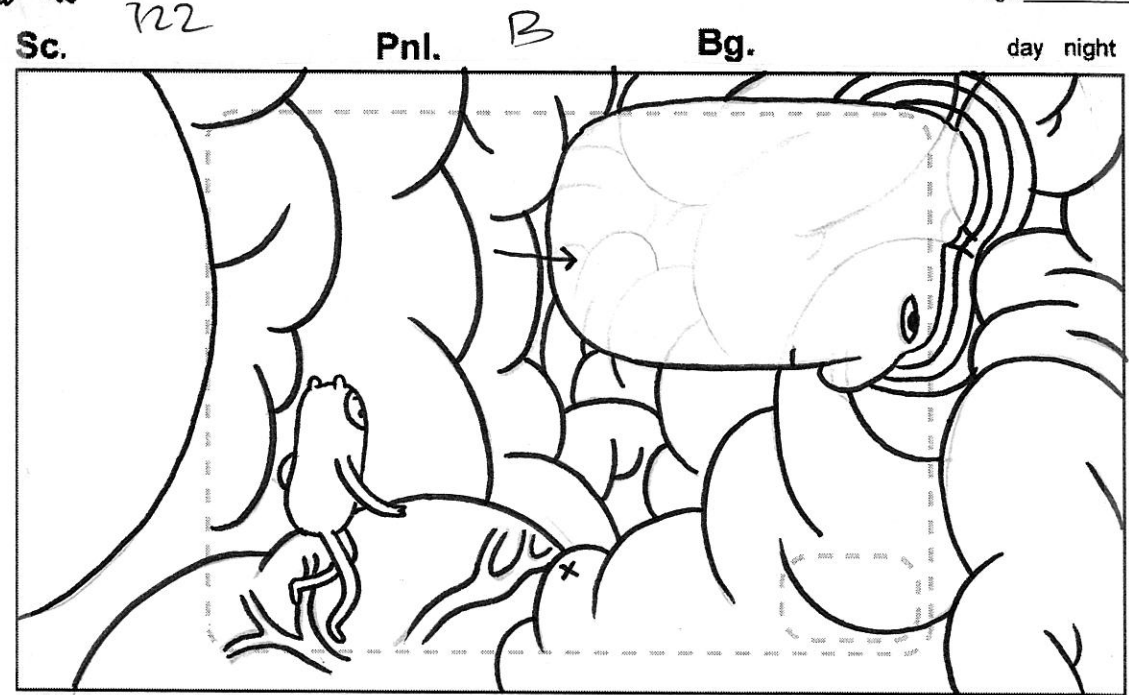
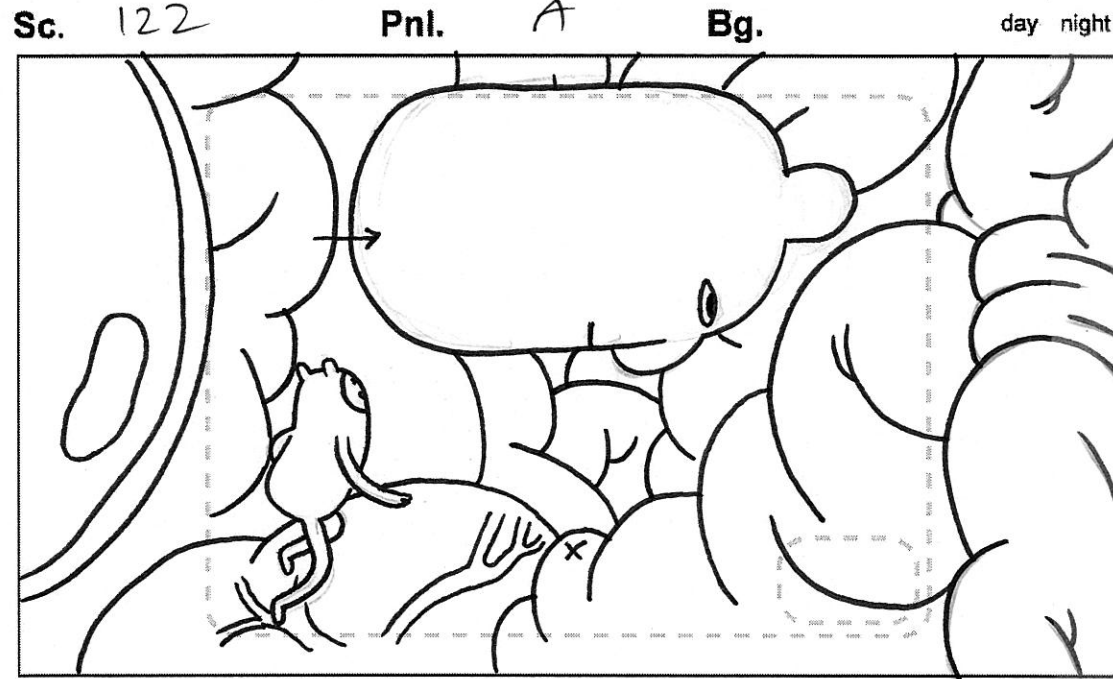
Timing:


EPISODE #

Production :

1025-180

ADVENTURE TIME



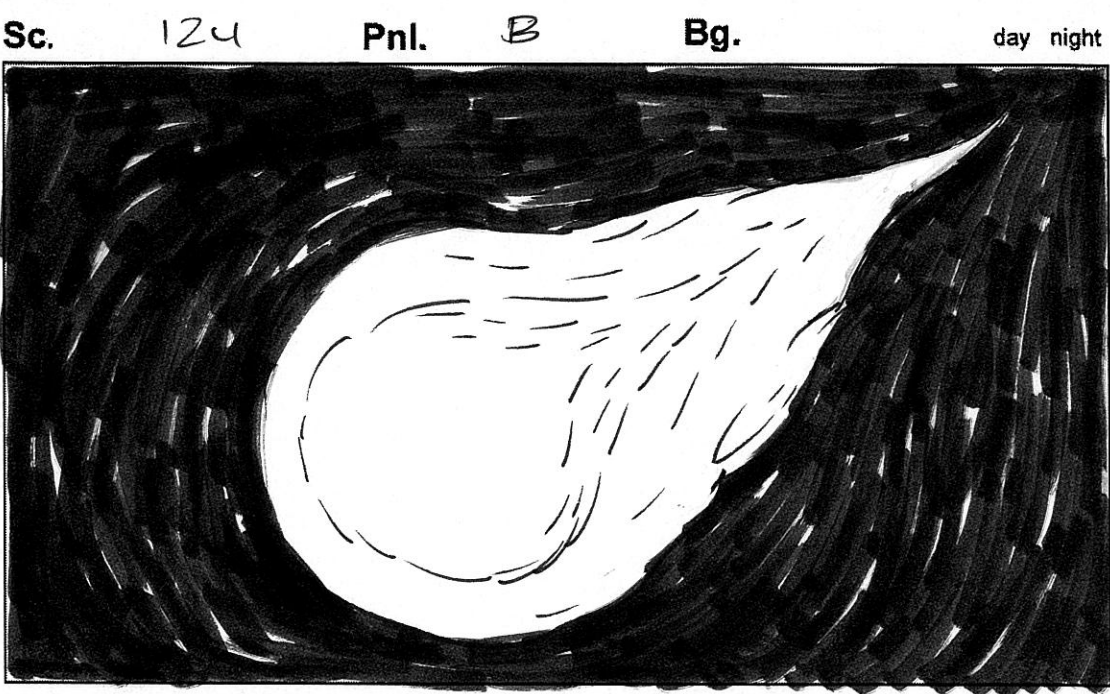
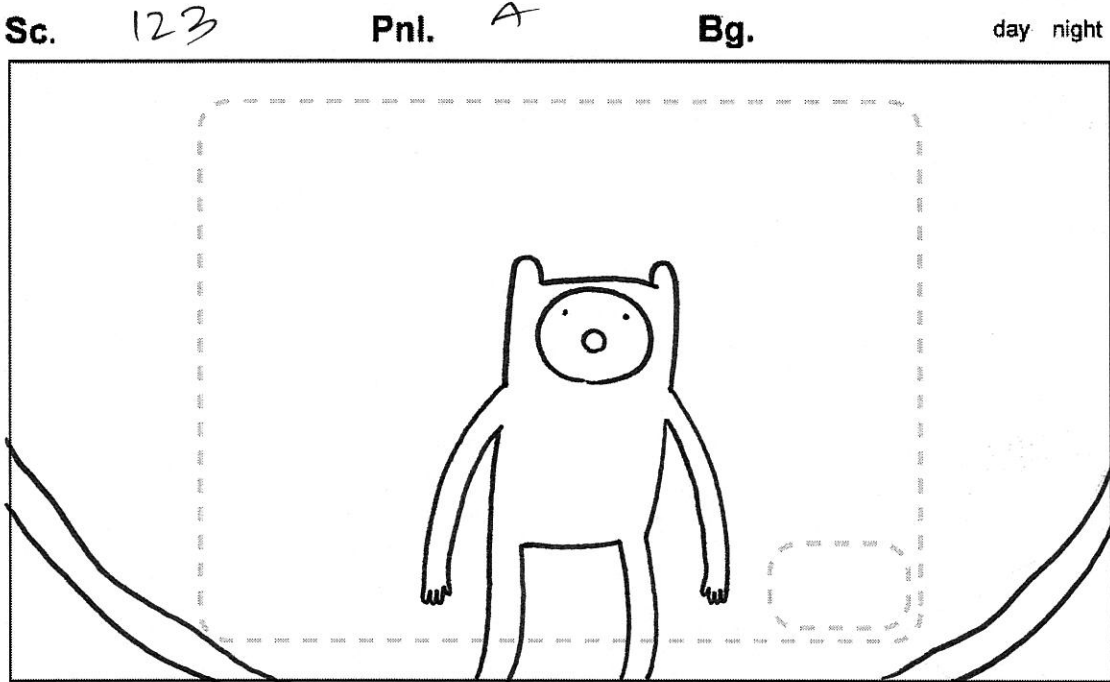
Dialog:	Finn/ wvvv+
	Sfx/≡ZORRB≡
Action:	Lard Baby merges through the wall
Timing:	

EPISODE #

Production :

1025-180

ADVENTURE TIME



Dialog: Finn/ Space birth

Action: (flash frame of the comet)

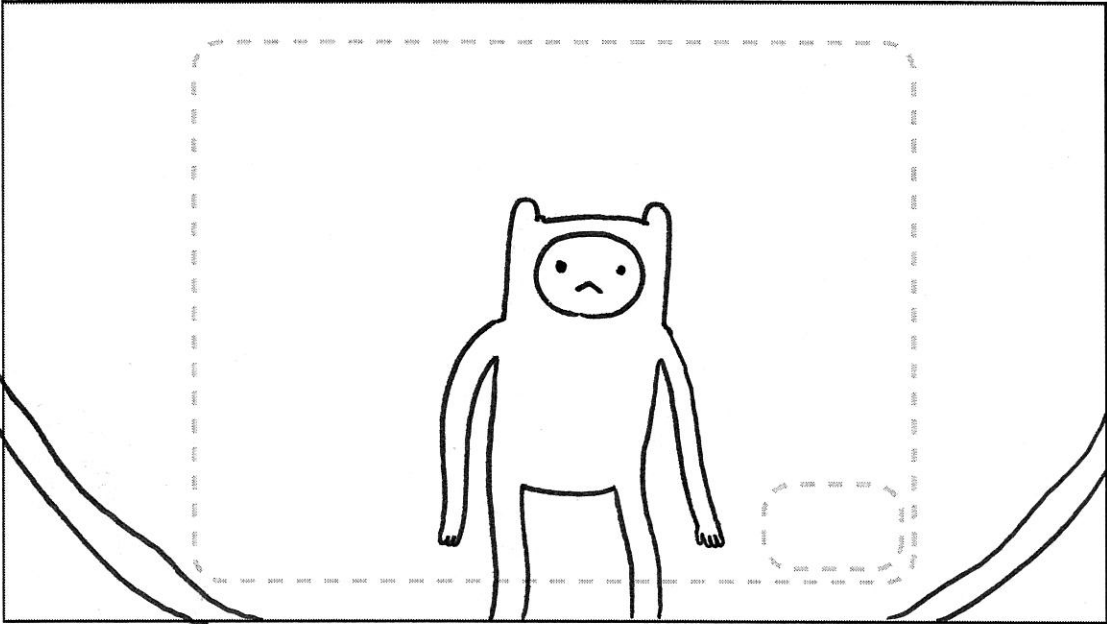
Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

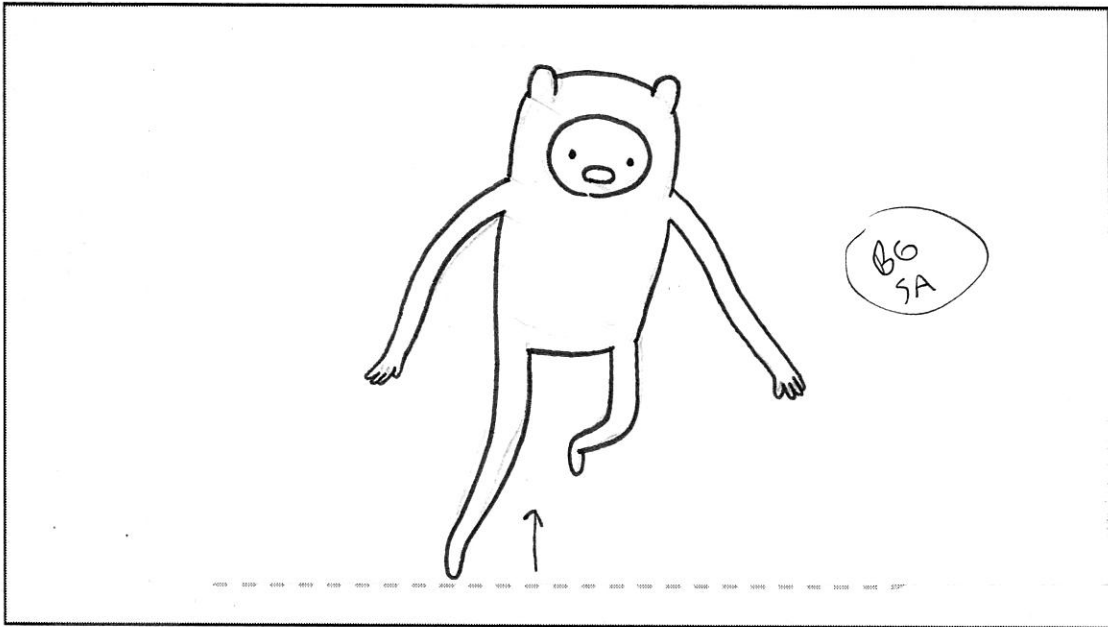
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



Dialog:

Finn/ woakay

Action:

Timing:

EPISODE #

Production :

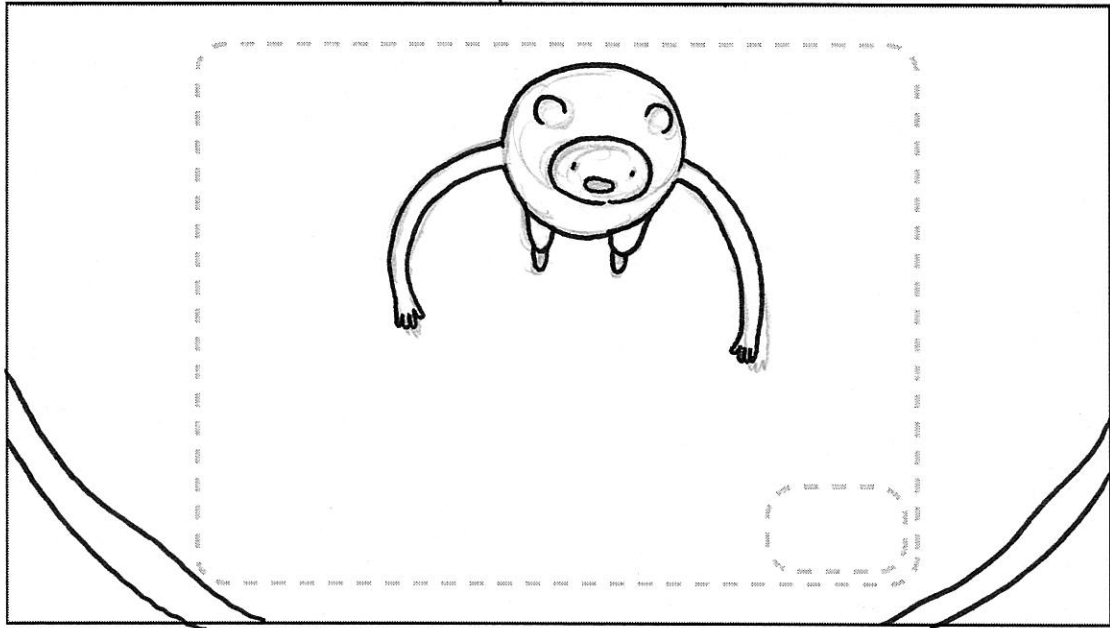
1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

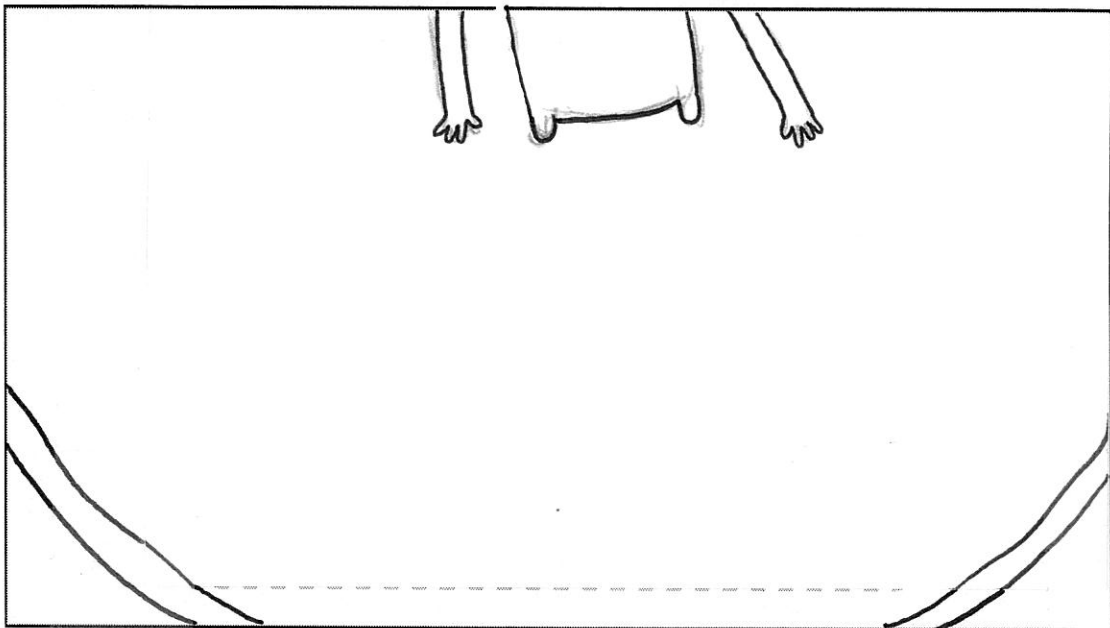
ADVENTURE TIME



Sc. 125 Pnl. C Bg. day night



Sc. 125 Pnl. D Bg. day night



Dialog:	Finn/ here we _____ go wooooo!
Action:	
Timing:	

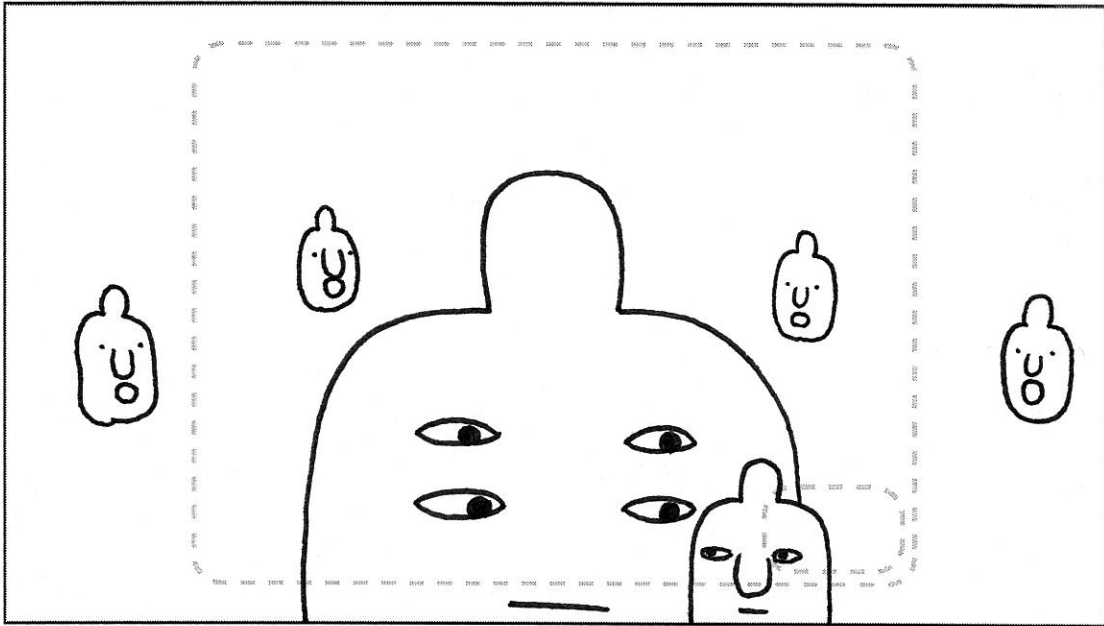
EPISODE # 1025-180
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

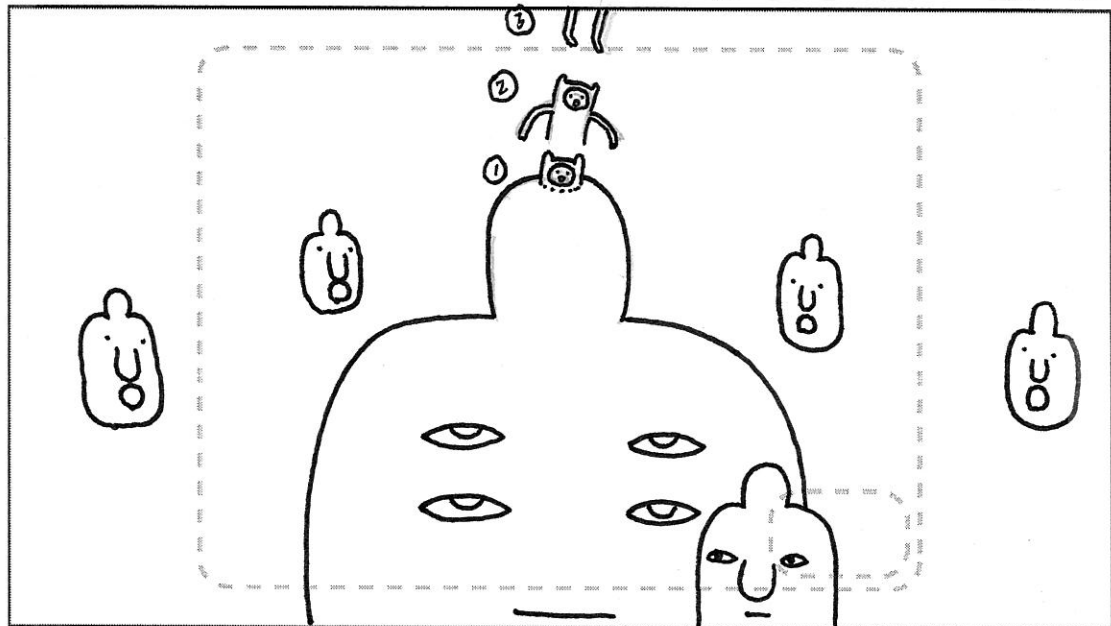
ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 126c Pnl. B Bg. day night



Dialog:	Space Lords/ WOOO !! (whale call)	Finn/ Bye guys
Action:		
Timing:		

EPISODE # 1025-180
Production :

ADVENTURE TIME

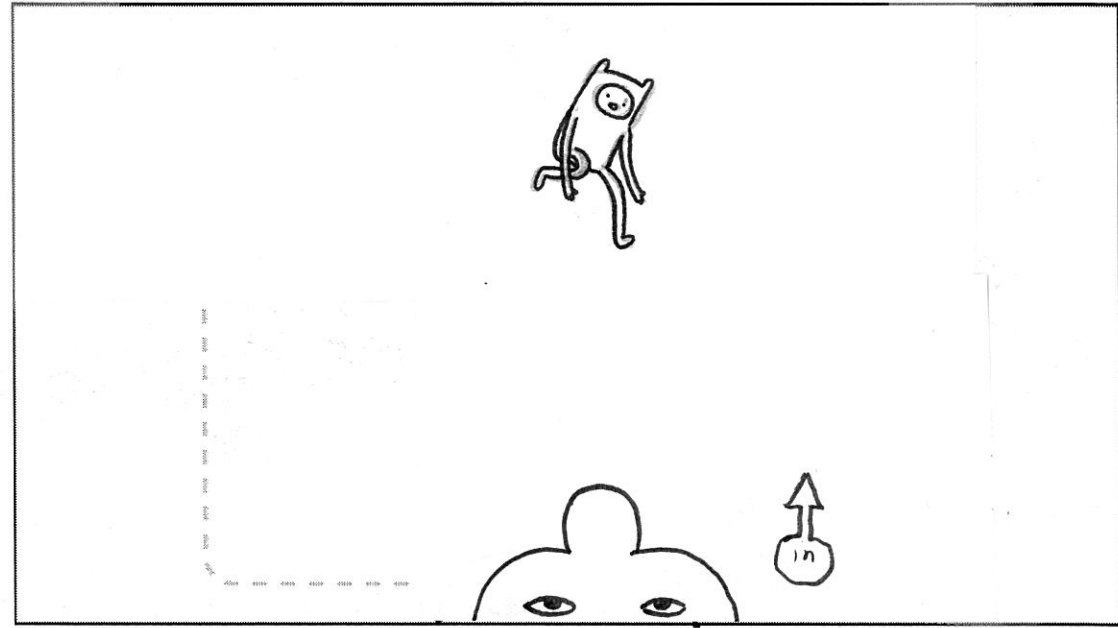


Page 173

Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog: Finn/ ① well that was creative and
 ② it wasn't sad either
 ③ so maybe birth is the greatest creative
 ④ statement in all the universe?

Finn/ Hey baby

Action:

Timing:

EPISODE #

1025-180

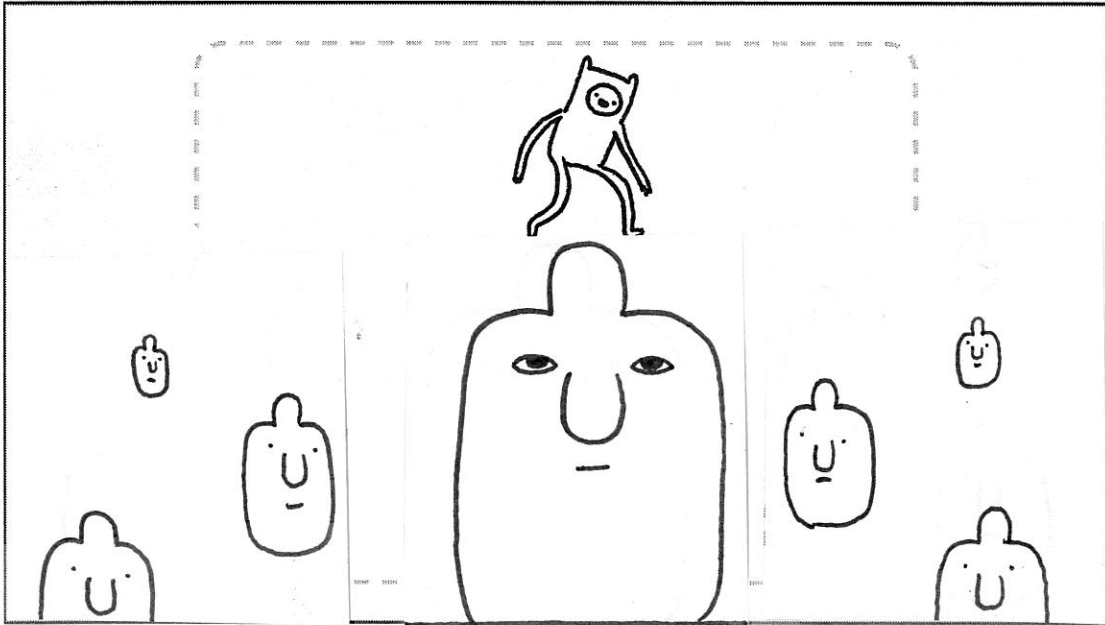
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

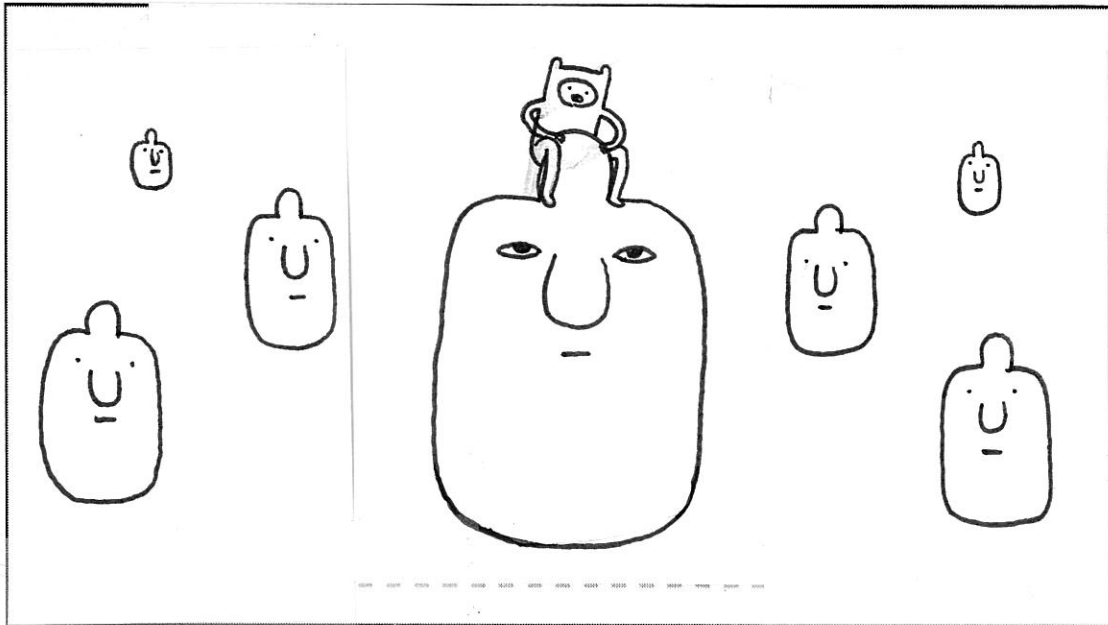
ADVENTURE TIME



Sc. 127 Pnl. C Bg. day night



Sc. 127 Pnl. D Bg. day night



Dialog: Finn/ you're gonna give _____ me a boost?

Action:

Timing:

EPISODE #

1025-180

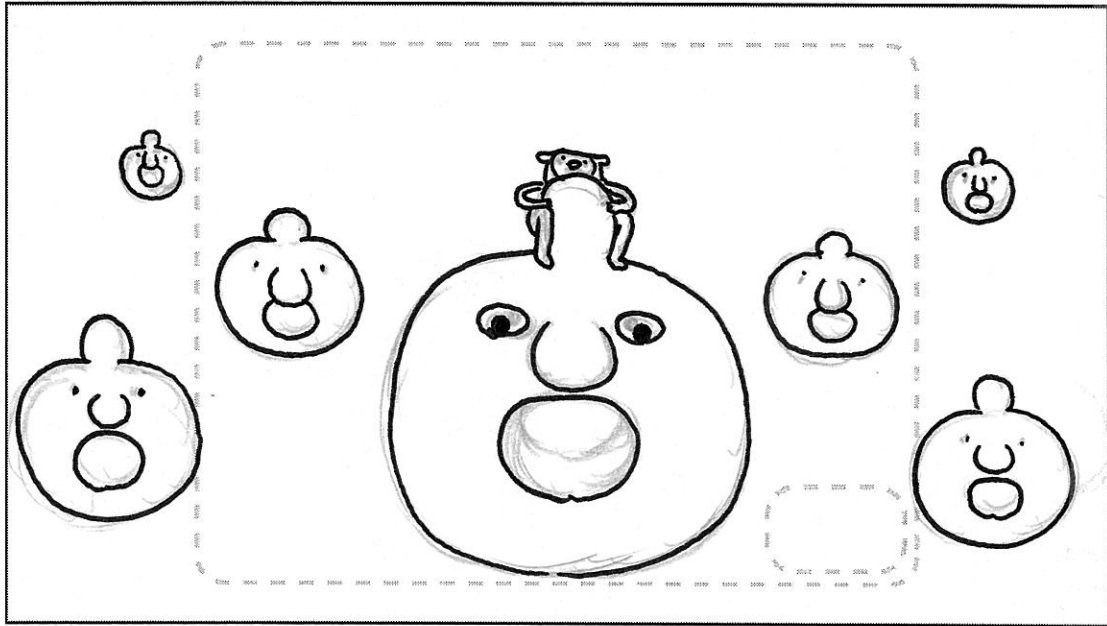
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

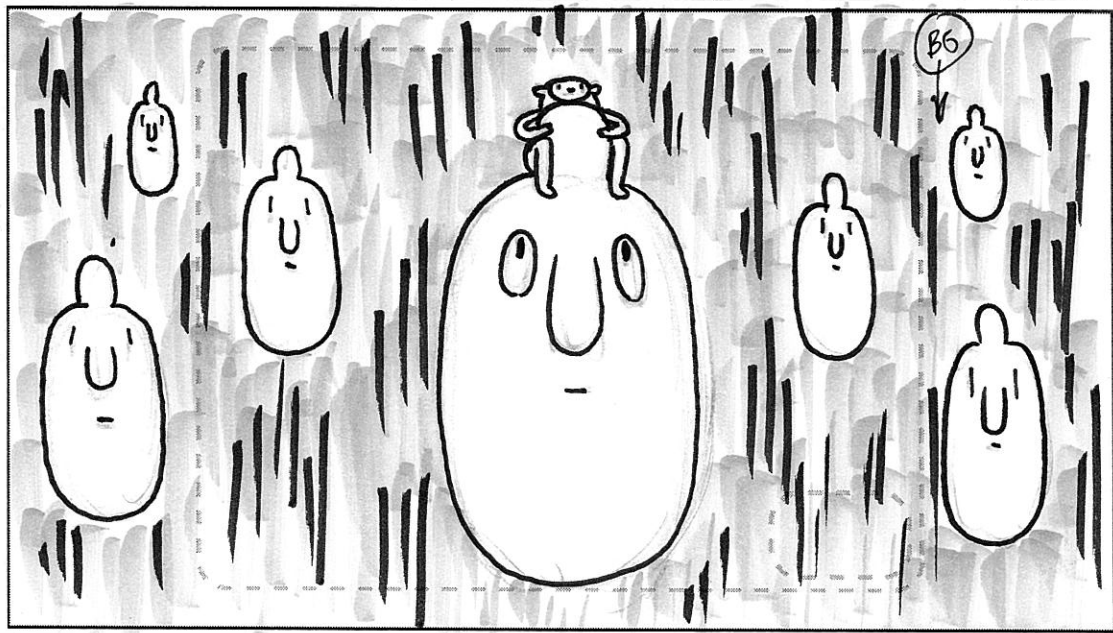
ADVENTURE TIME



Sc. 127 Pnl. E Bg. day night



Sc. 127 Pnl. F Bg. day night



Dialog:	Walla / (whale call)
Action:	zoom through space
Timing:	

EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

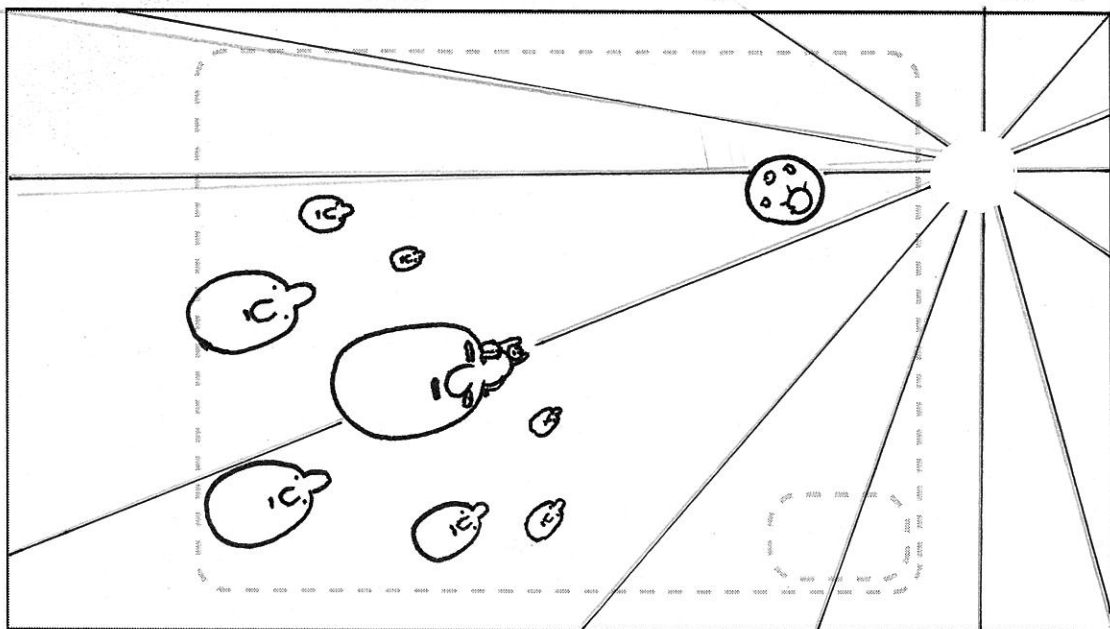
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:
Action:
Timing:

Production :

EPISODE #

1025-180

ADVENTURE TIME



Sc. 129 Pnl. B Bg. day night

Sc. 129 Pnl. C Bg. day night

Dialog:
Action:
Timing:

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 129 Pnl. D Bg. day night

A storyboard panel labeled 'D' showing a character in a cave. The character is standing next to a large egg. There are several other eggs scattered around. A small structure is visible in the background.

Sc. 129 Pnl. E Bg. day night

A storyboard panel labeled 'E' showing a character in a cave. The character is standing next to a large egg. There are several other eggs scattered around. A small structure is visible in the background.

Dialog:

Finn/ WOAH!

Action:

Timing:

EPISODE #

1025-180

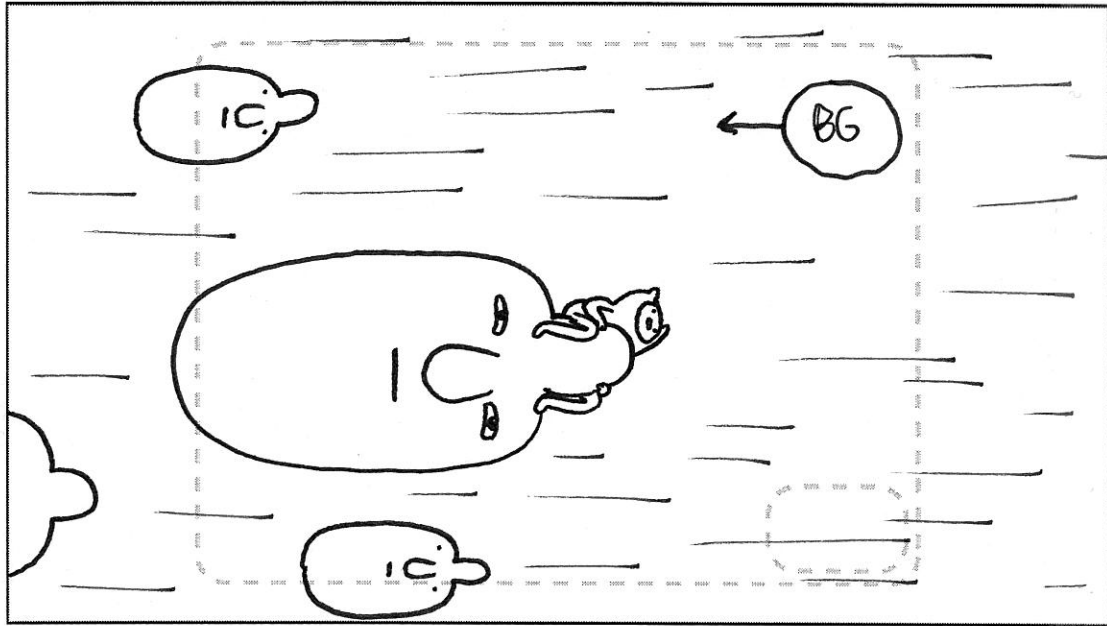
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

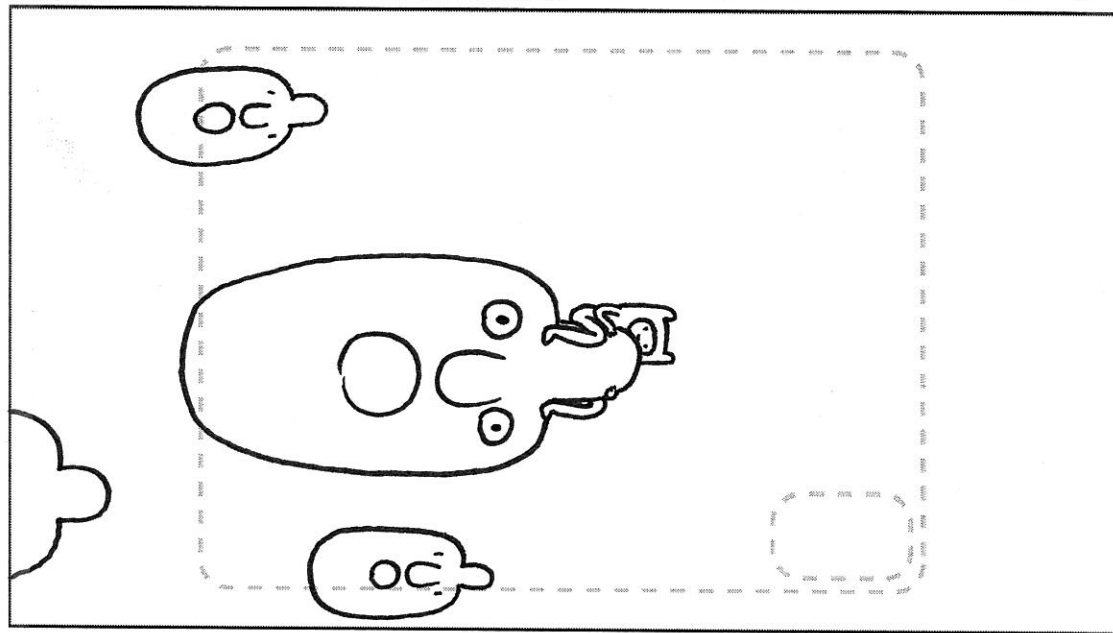
ADVENTURE TIME



Sc. 130 Pnl. A Bg. day night



Sc. 130 Pnl. B Bg. day night



Dialog:	walla/ (whale call)
Action:	
Timing:	

EPISODE #

Production :

1025-180

ADVENTURE TIME



Sc. 130 Pnl. C Bg. day night

Sc. 130 Pnl. D Bg. day night

Dialog: Finn / WOO !

Action: Finn launches

Timing:

EPISODE #

Production :

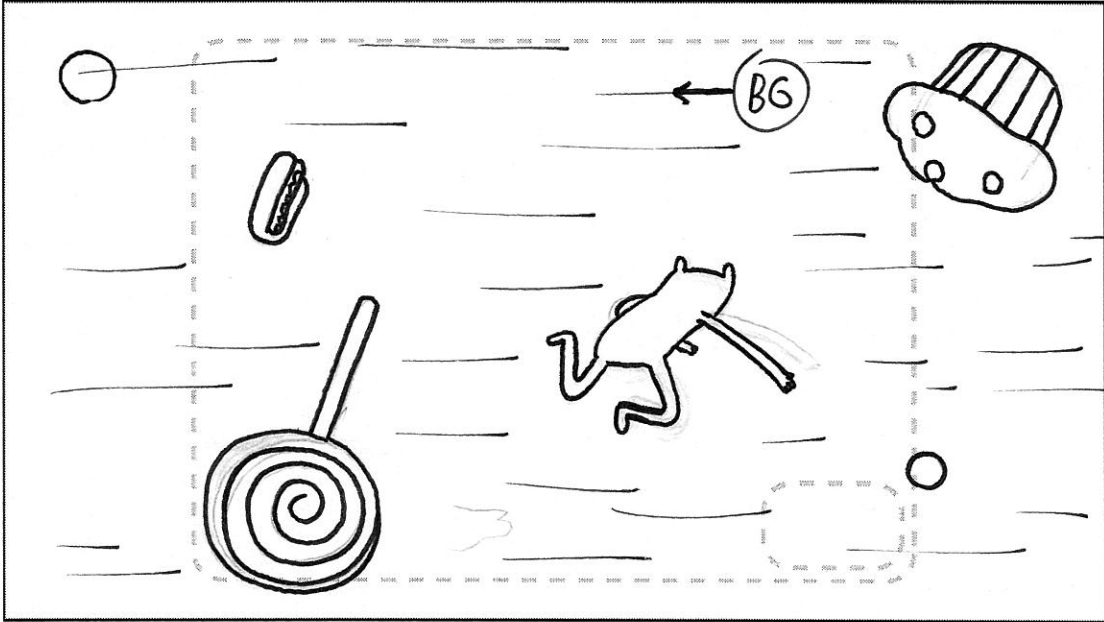
1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

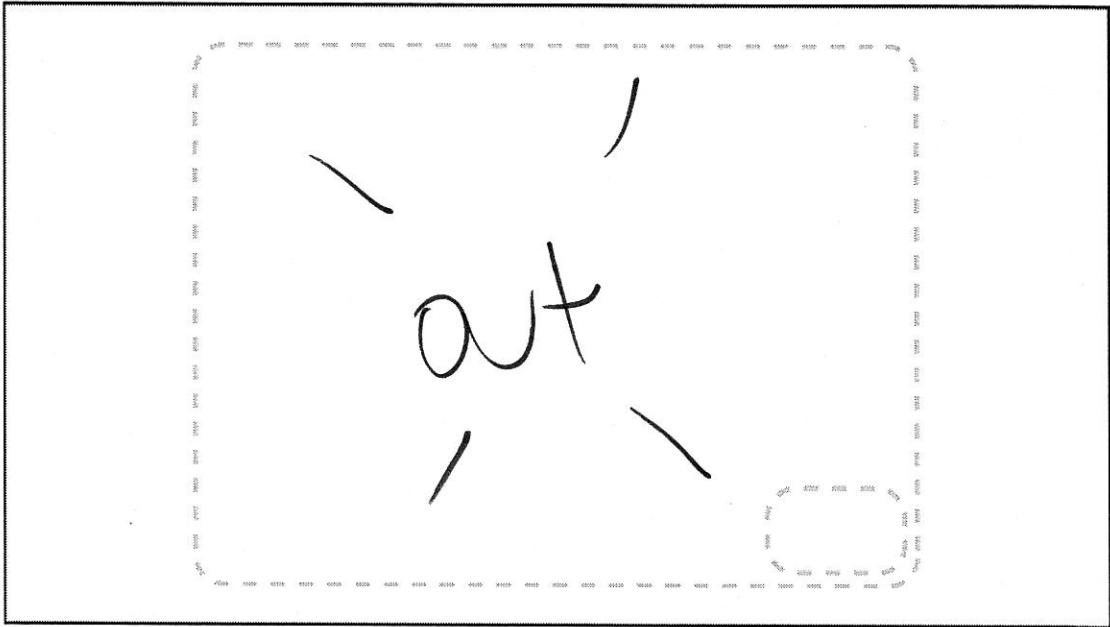
ADVENTURE TIME



Sc. 130 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: candy + junk food flying by

Timing:

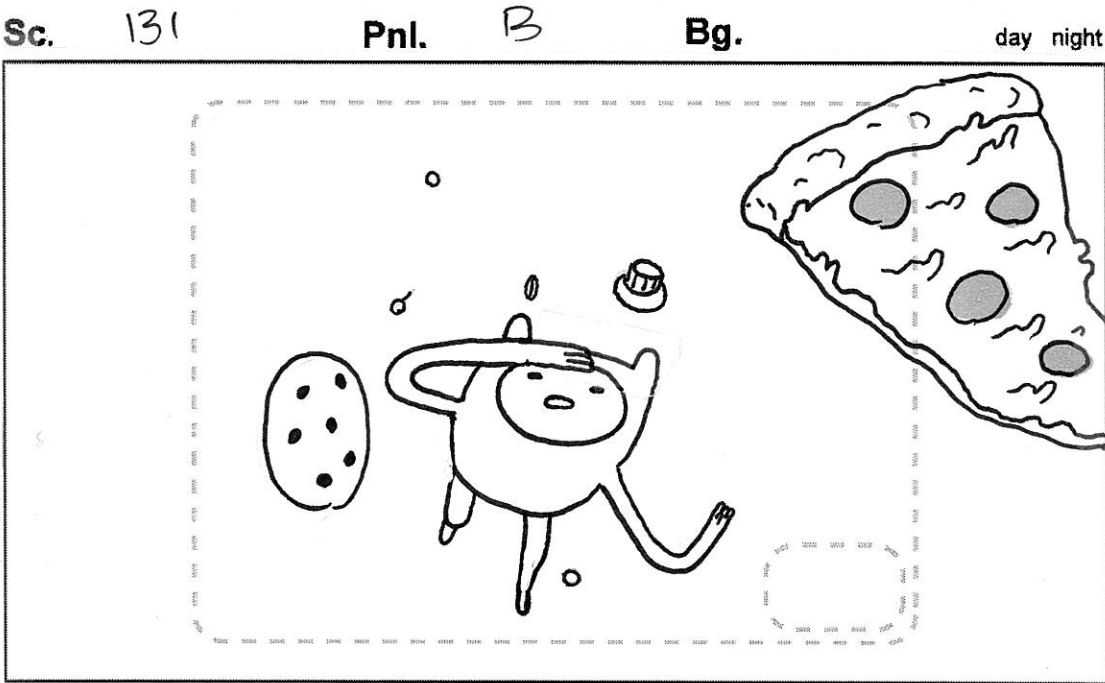
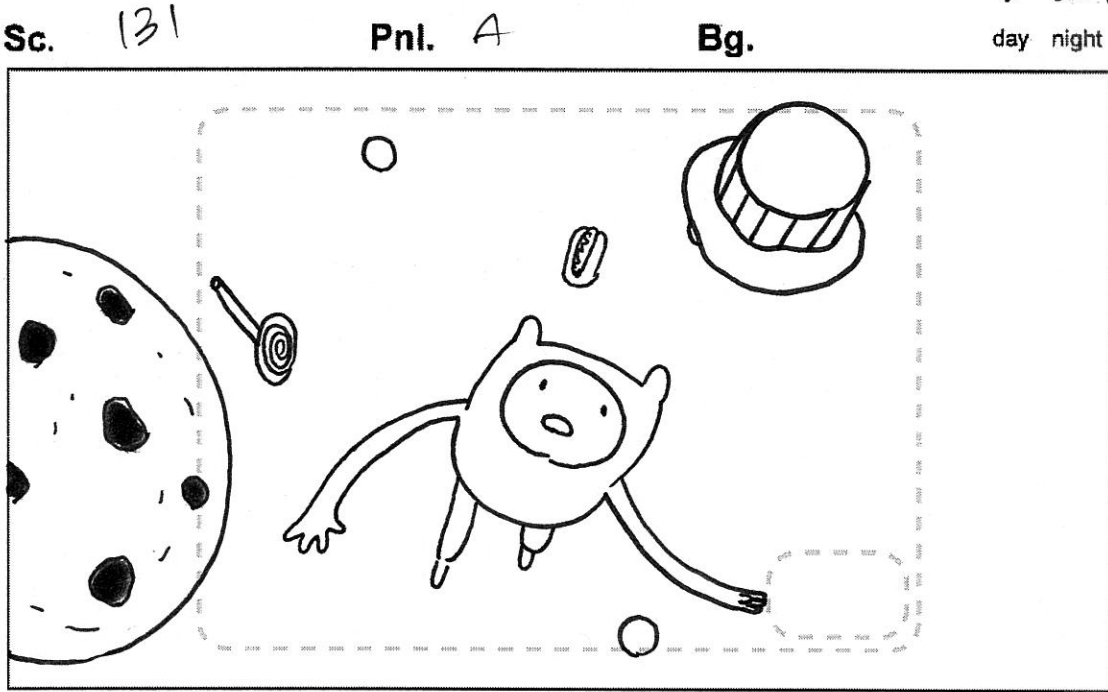
EPISODE #

Production :

1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Finn/ Here comes

Finn/ (cont) Mars...

Action:

Timing:

EPISODE #

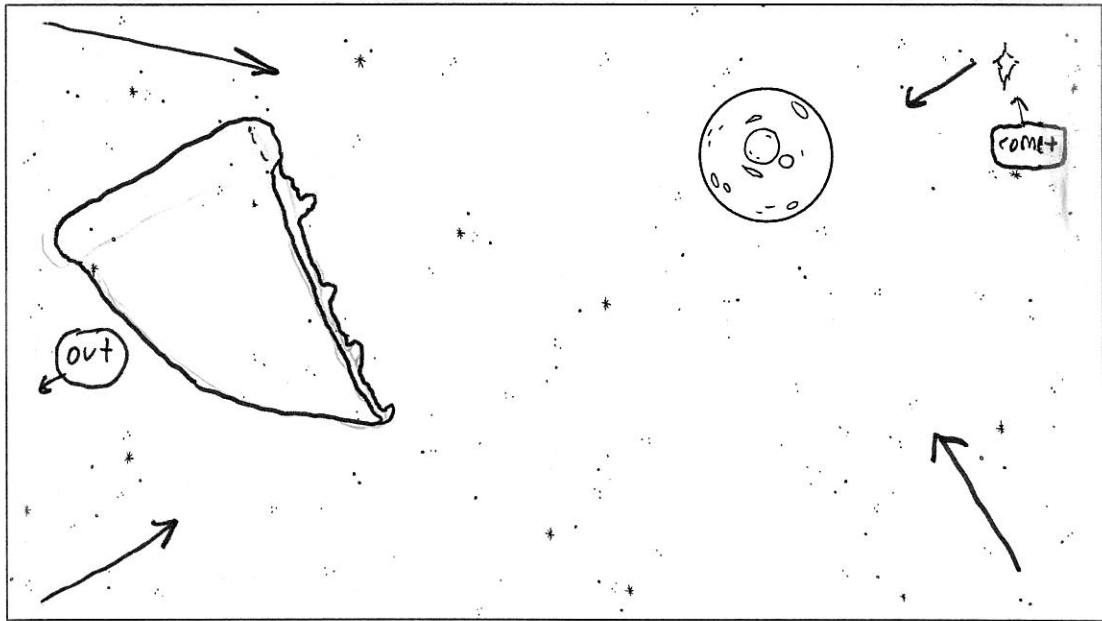
Production :

1025-180

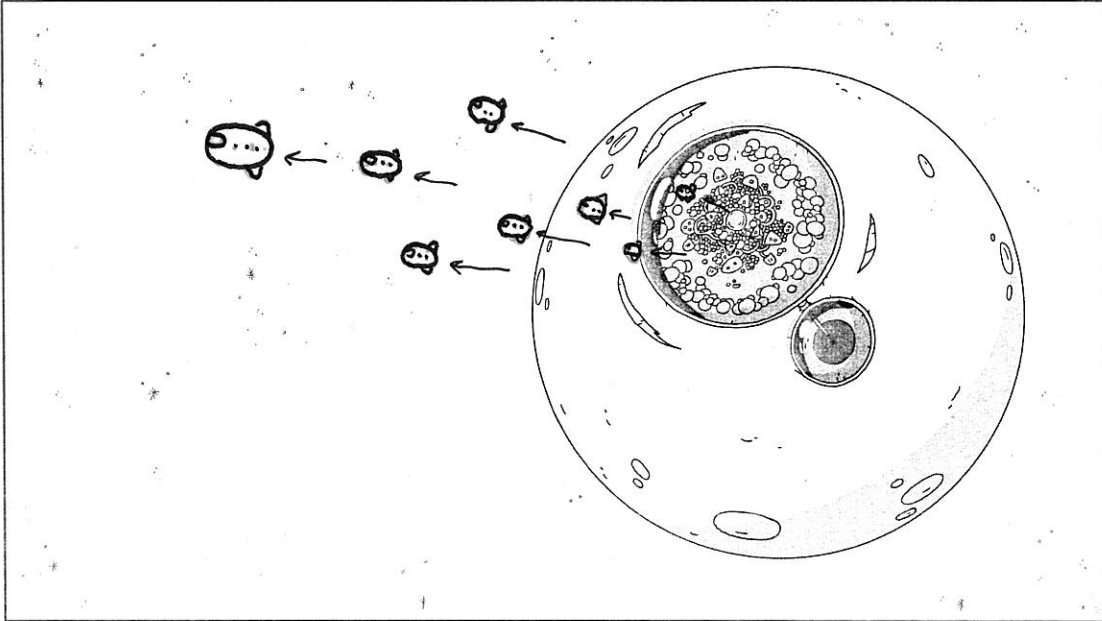
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:	Finn! what the heck is going —————→ on though ?
Action:	evacuation ships flying out of the bubble
Timing:	

Production :

EPISODE #

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

matt please redesign these
stupid looking ships
- Jesse

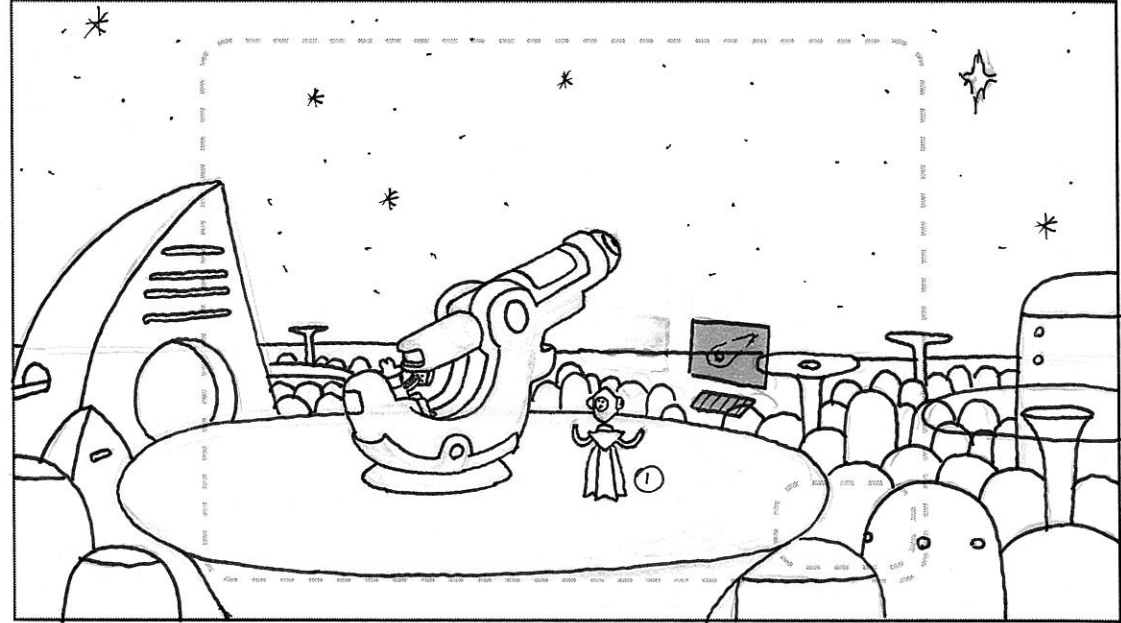
ME



Sc. 134 Pnl. A Pg. day night



Sc. 135 Pnl. A Pg. day night



Dialog: Finn! everybody's leaving

GobGlbGrodGrob/ Fire defense missiles!
① ②

Action:



Timing:

EPISODE #

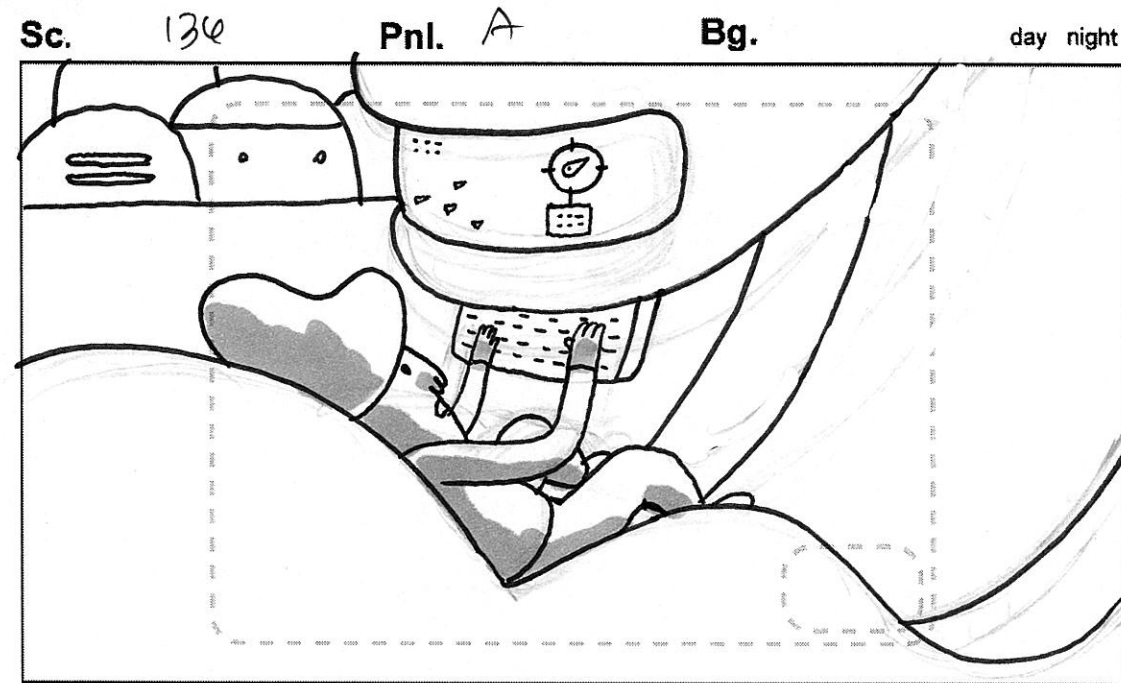
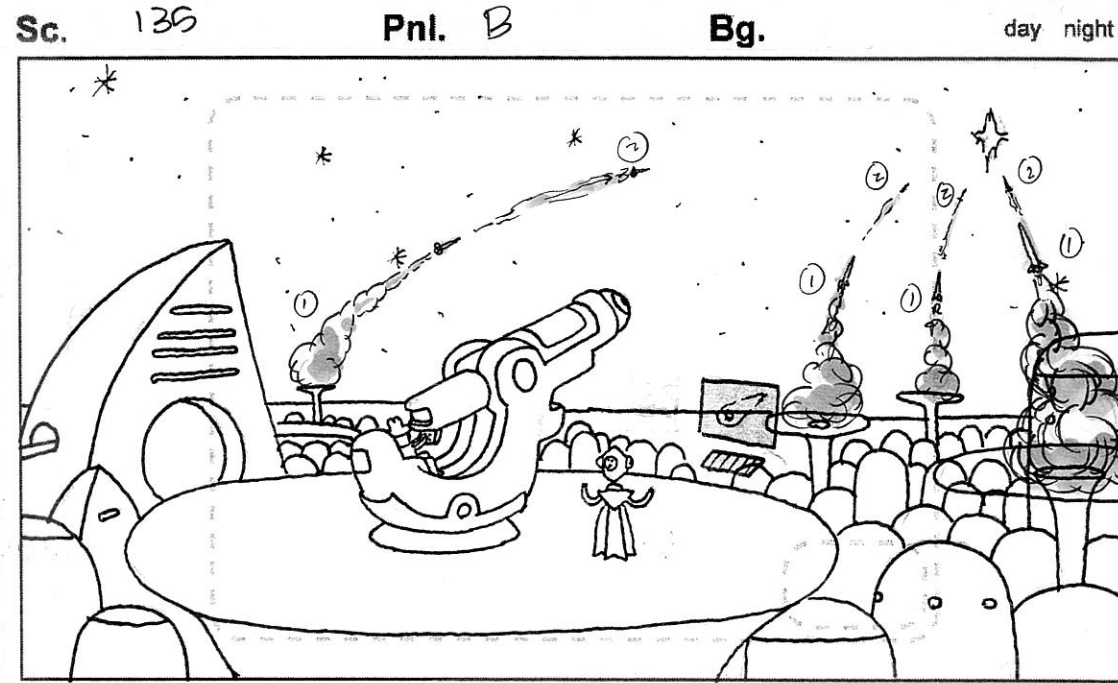
Production :

1025-180

ADVENTURE TIME



Page 185



Dialog:

Star man / Impact with catalyst Comet in 5...

Action:

(missiles launch
out of platform
holes)

Timing:

EPISODE #

Production :

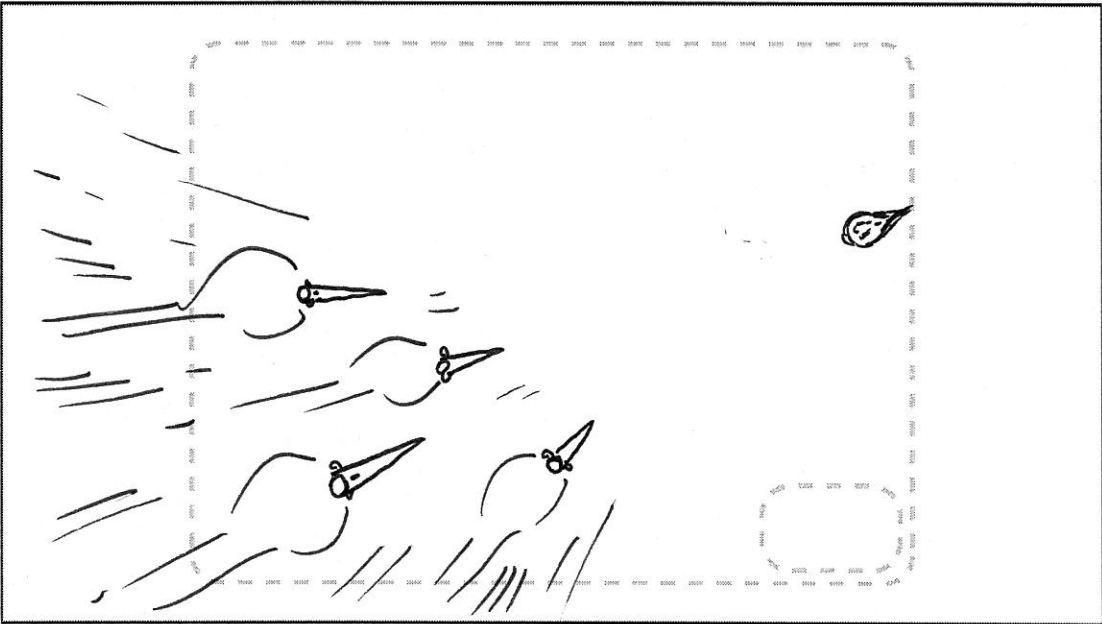
1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

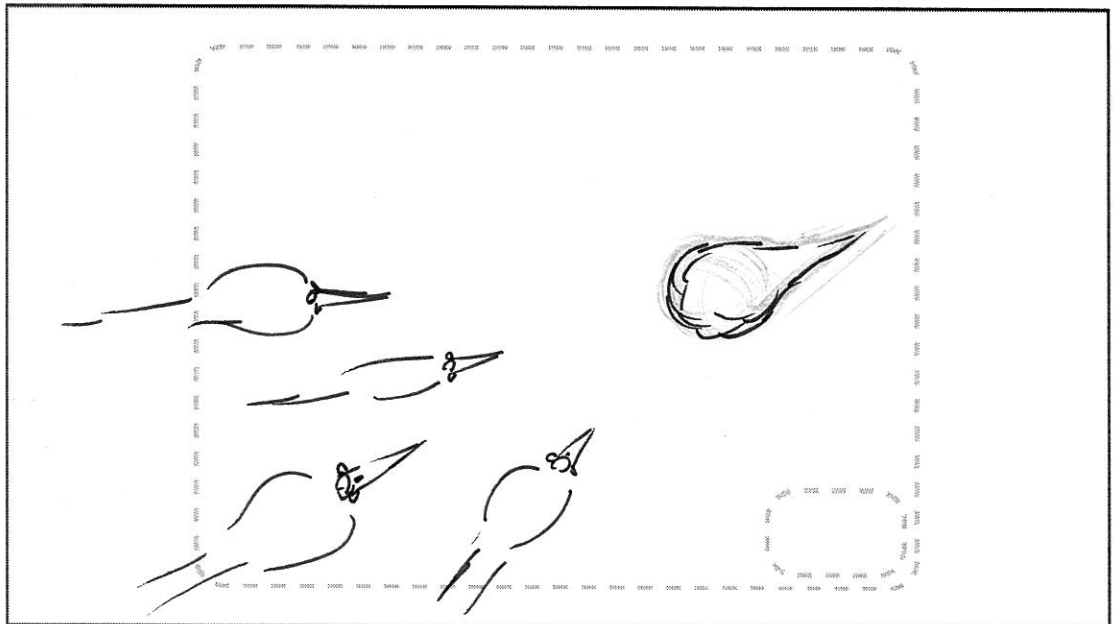
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:	Starman 1..4... 3...	Starman/ z...
Action:		
Timing:		

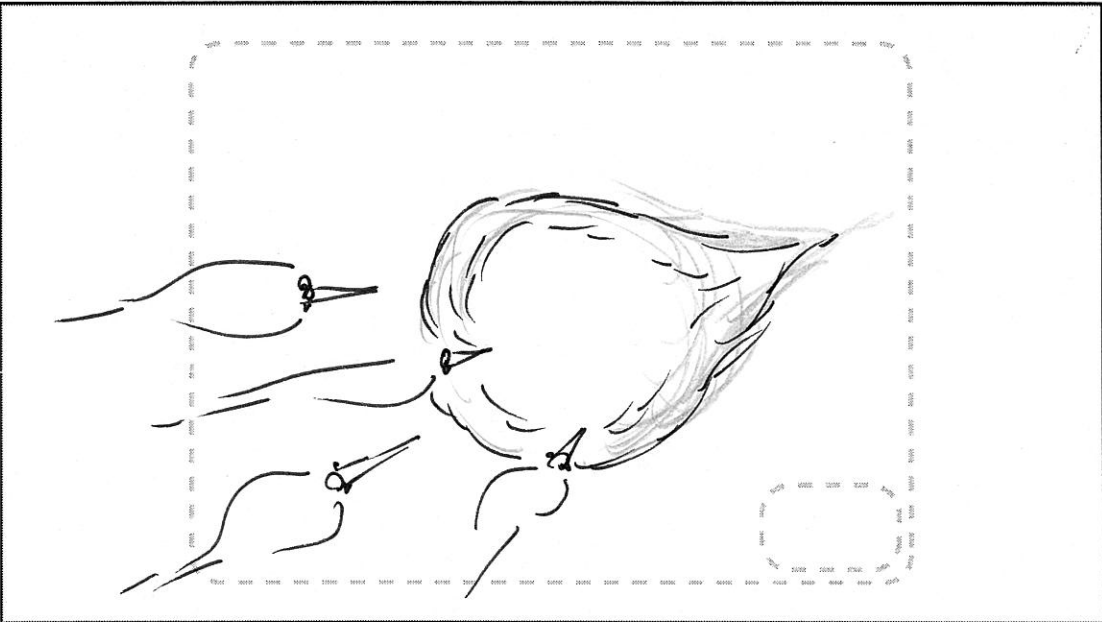
EPISODE # 1025-180
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

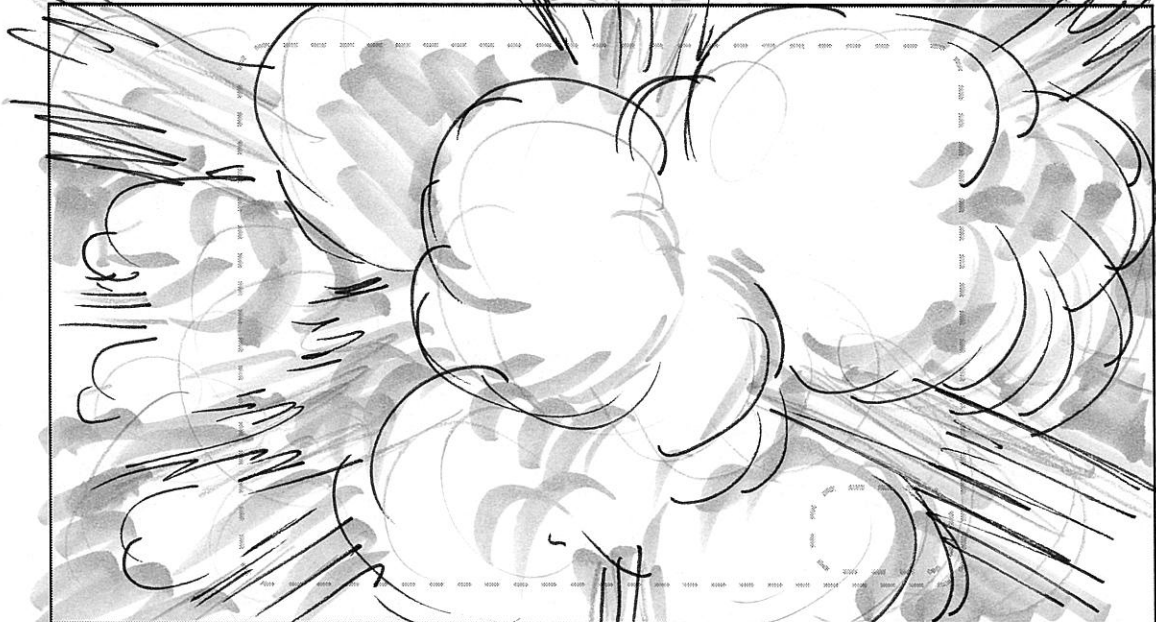
ADVENTURE TIME



Sc. 137 Pnl. C Bg. day night



Sc. 137 Pnl. D Bg. day night



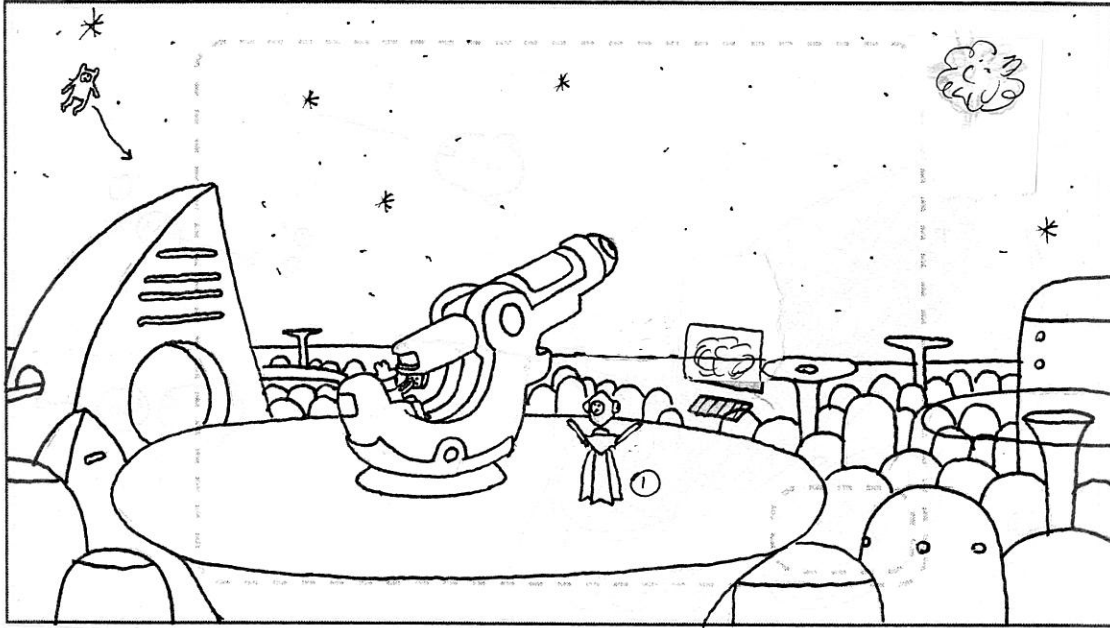
Dialog:	Starman!...1	BOOM
Action:	rockets explode on impact	
Timing:		

EPISODE # 1025-180
Production :

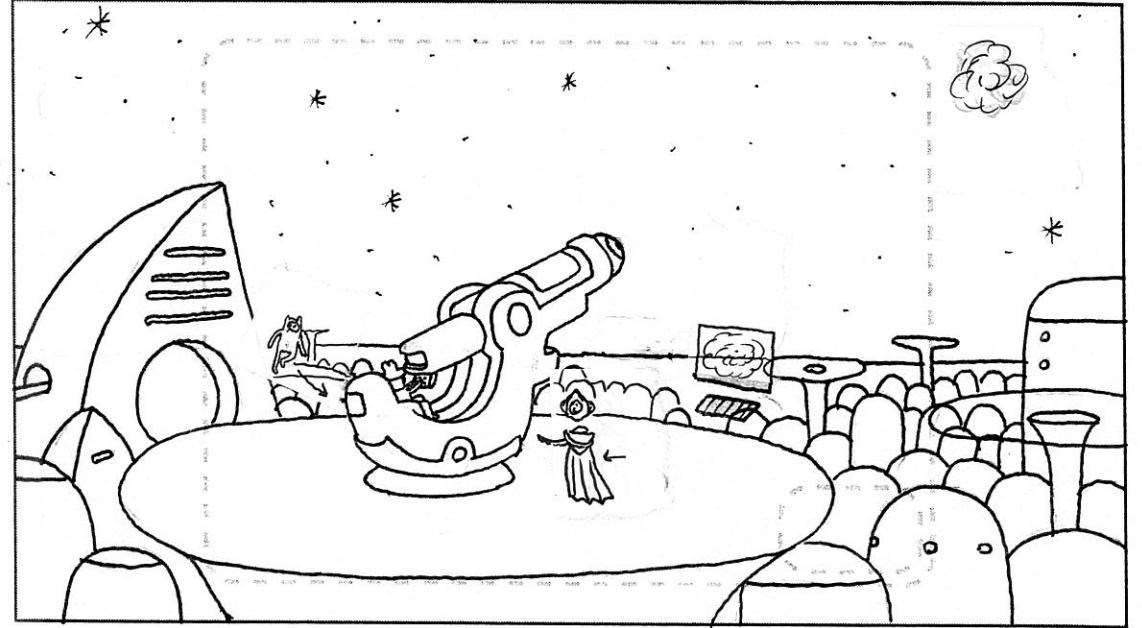
ME



Sc. 128 Pnl. A Pg. day night



Sc. 130 Pnl. B Bg. day night



Dialog: GGGG/ YESSS!

Action: Finn Flies in



Timing:

GGGG/ Do you think it worked, StarMan?

EPISODE #

1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night

Sc. 139 Pnl. B Bg. day night

Dialog: Star Man / Uh, yeah Star Man / Probably, right?

Action: shrug shoulders

Timing:

EPISODE # 1025-180
Production :

ADVENTURE TIME



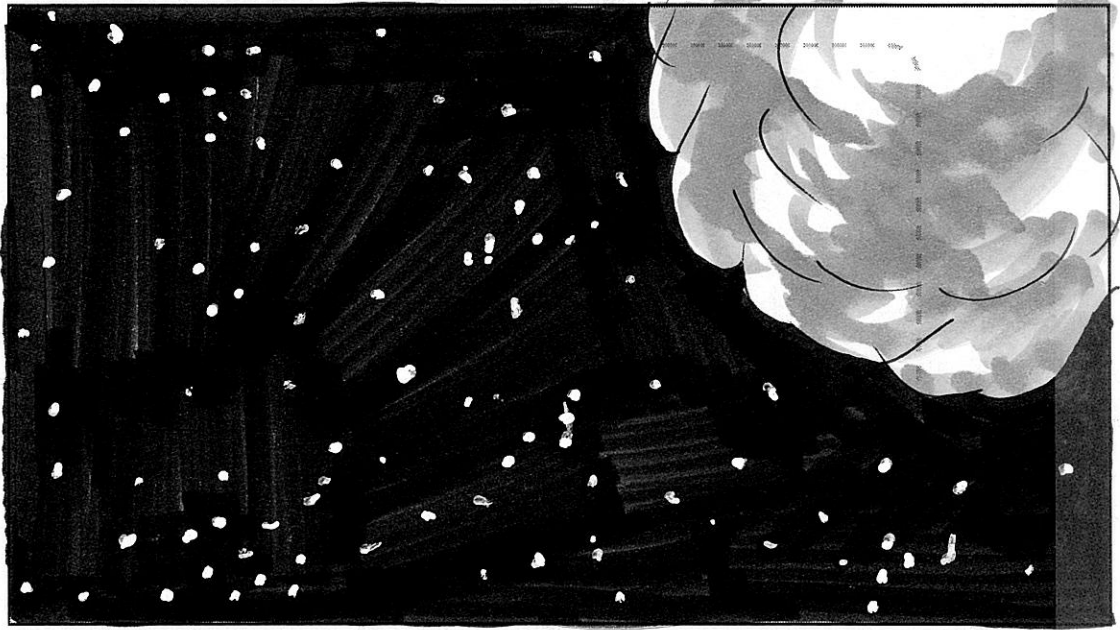
Page 190

Sc. 140

Pnl. A

Bg.

day night

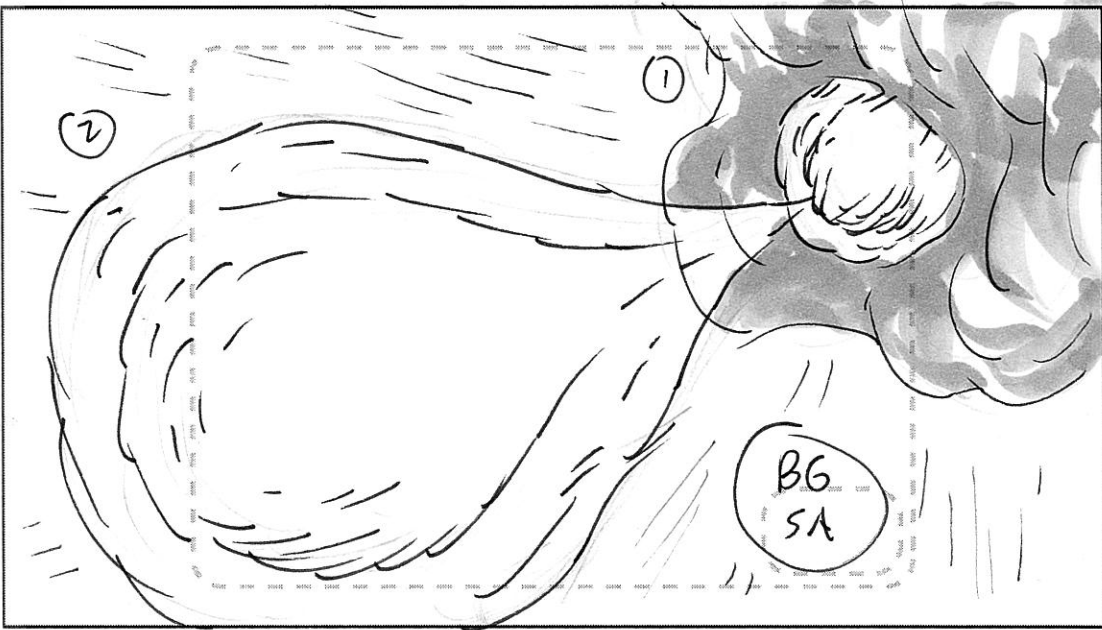


Sc. 140

Pnl. B

Bg.

day night



Dialog:	StarMan / (OS) SHOOT! NO	→ EFFECT!
Action:	comet bursts out of smoke	
Timing:		

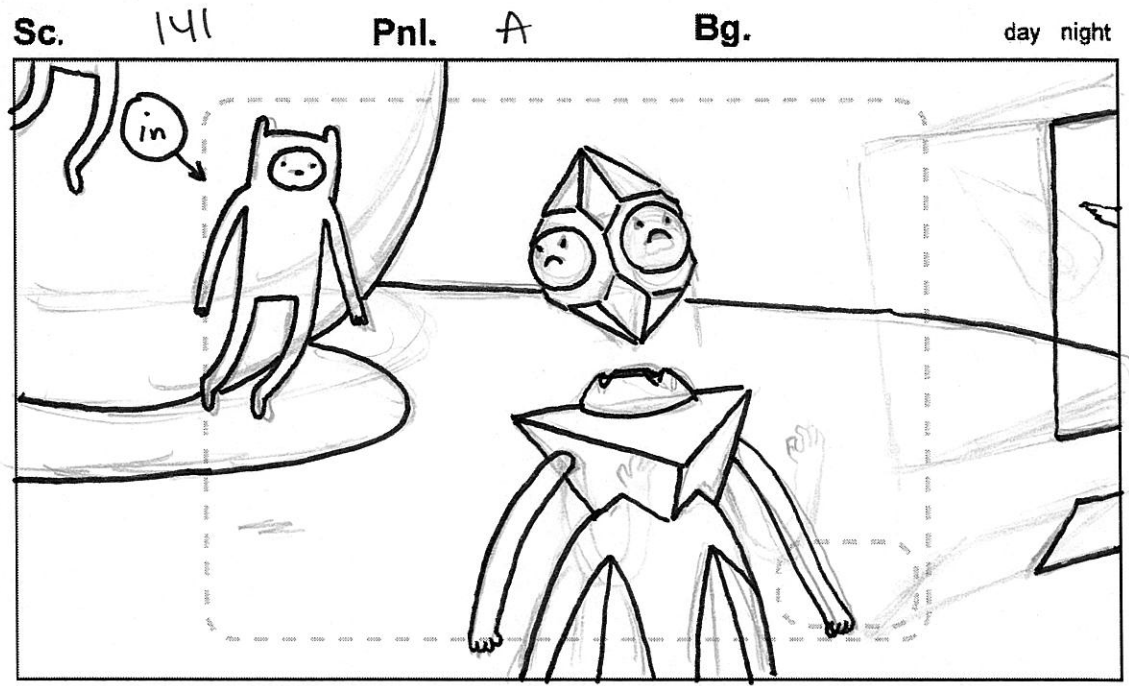
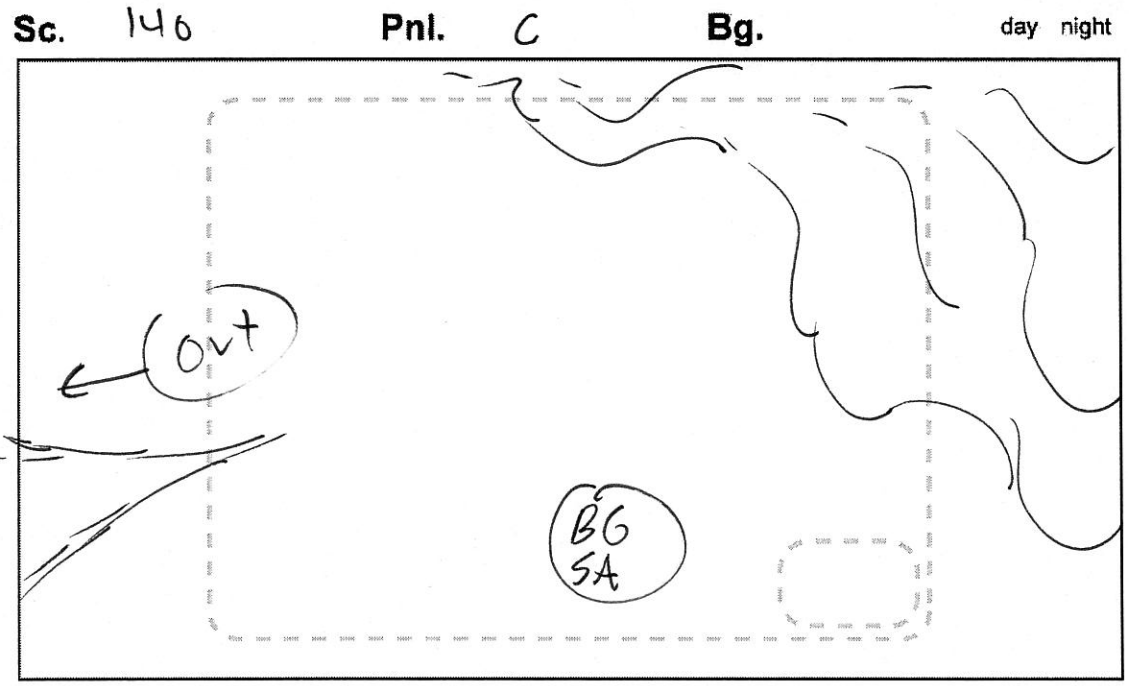
EPISODE #

1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	Star Man/((s)) It's still coming right at us!
Action:	(Finn Floats in)
Timing:	

Production :

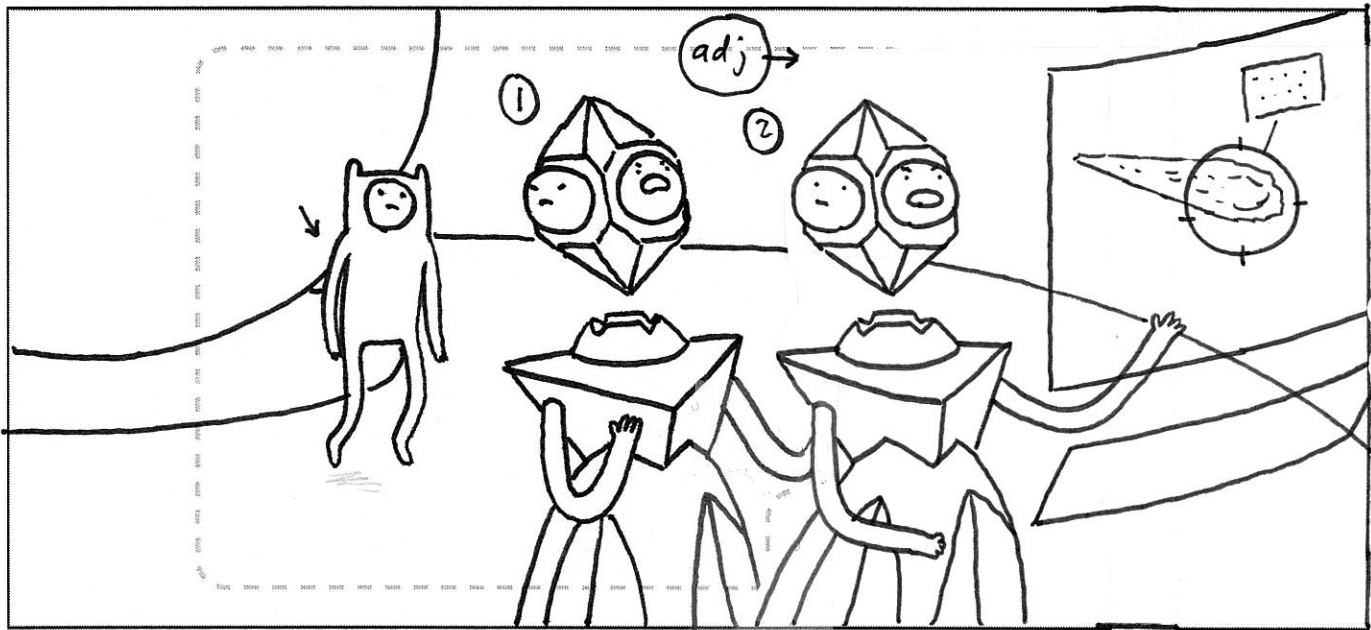
EPISODE #

1025-180

ADVENTURE TIME



Sc. 141 Pnl. B Bg. day night Sc.



Dialog: G 106 / ① It doesn't ② make sense!

Action:

Timing:

EPISODE # 1025-180

Production :



ADVENTURE TIME

Page 193

Sc. 142

Pnl. A

Bg.

day night

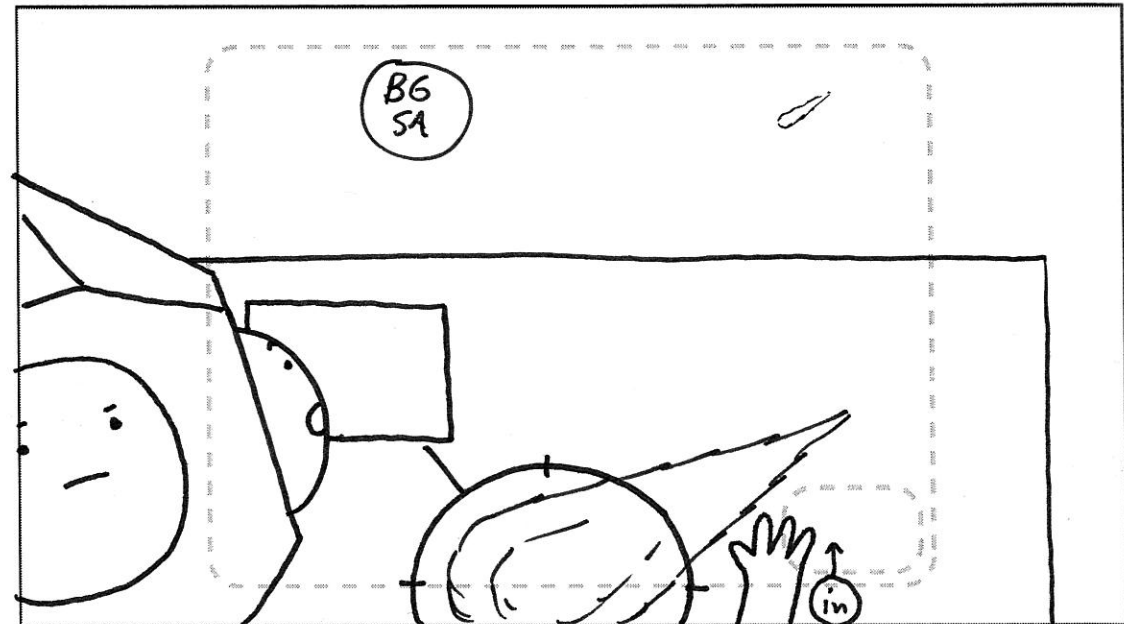
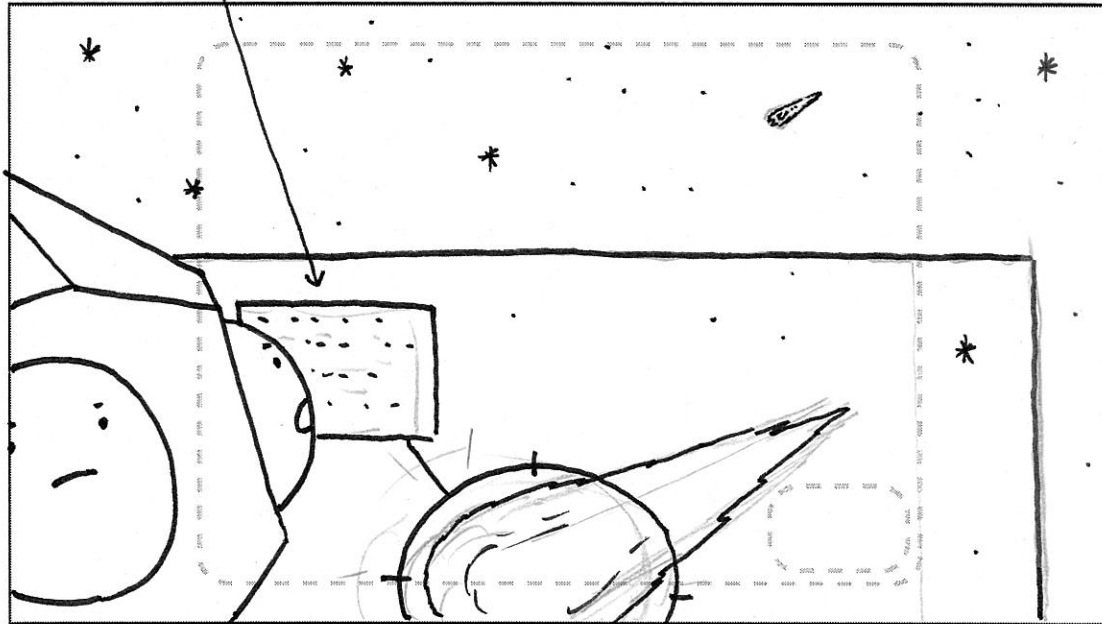
Sc.

142

Pnl. B

Bg.

day night



Dialog: Glob/ Every 1000 years the catalyst comet mysteriously reincarnates itself and collides with Earth...

Action:

Timing:

EPISODE #

1025-180

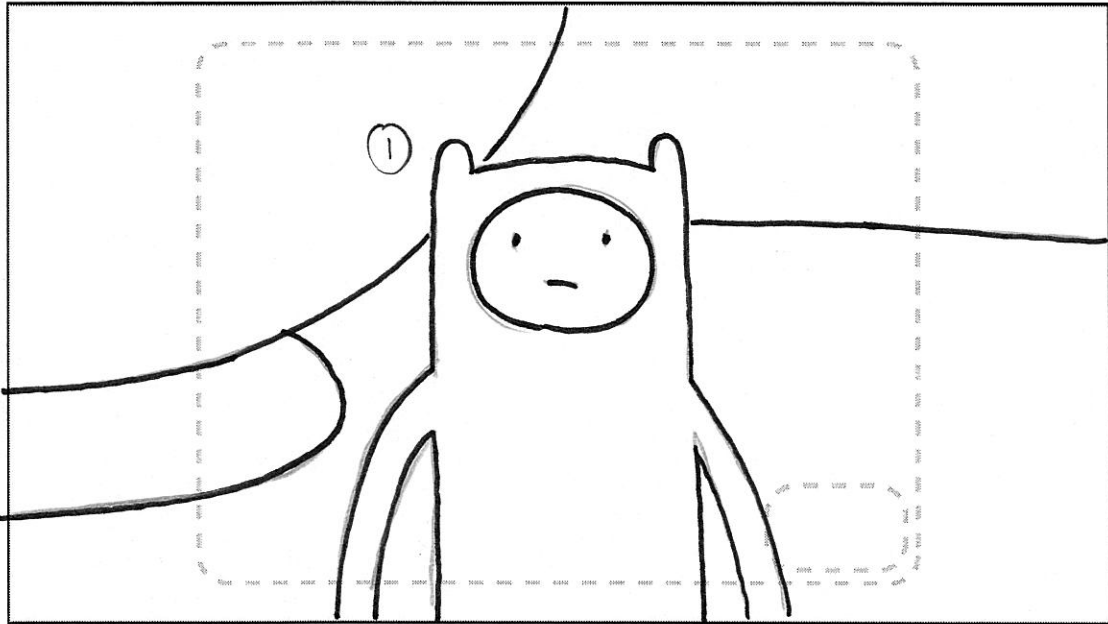
Production :

ADVENTURE TIME

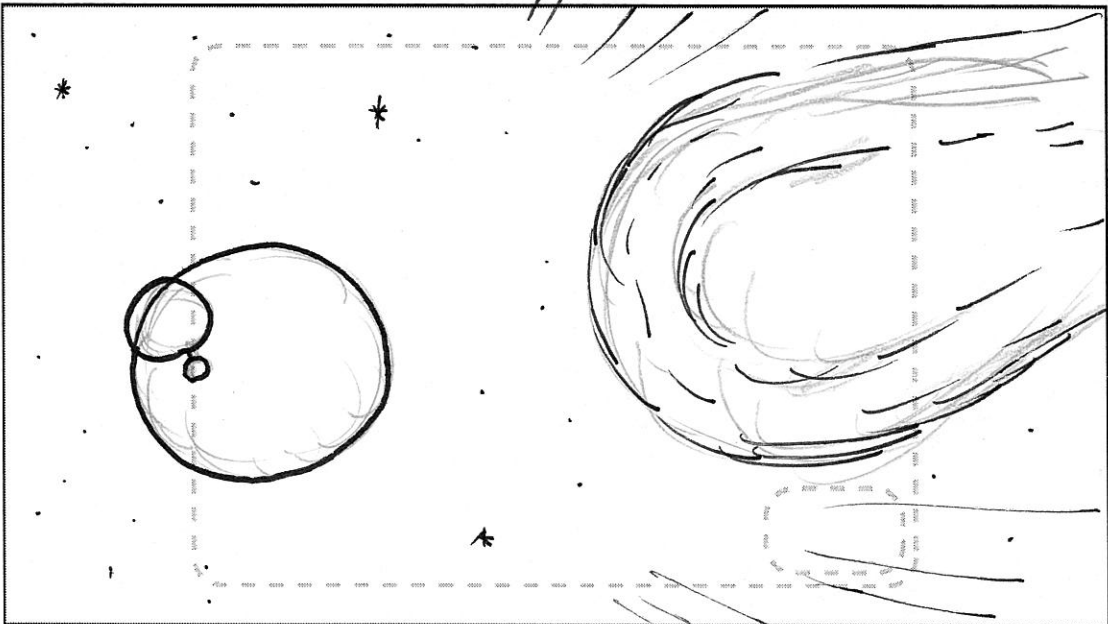


Page 194

Sc. 143 Pnl. A Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog: Glob (OS) ① Bringing with it an ② agent of change.

Action:

Timing:



Glob/ good or evil.

EPISODE #

Production :

1025-180

ADVENTURE TIME



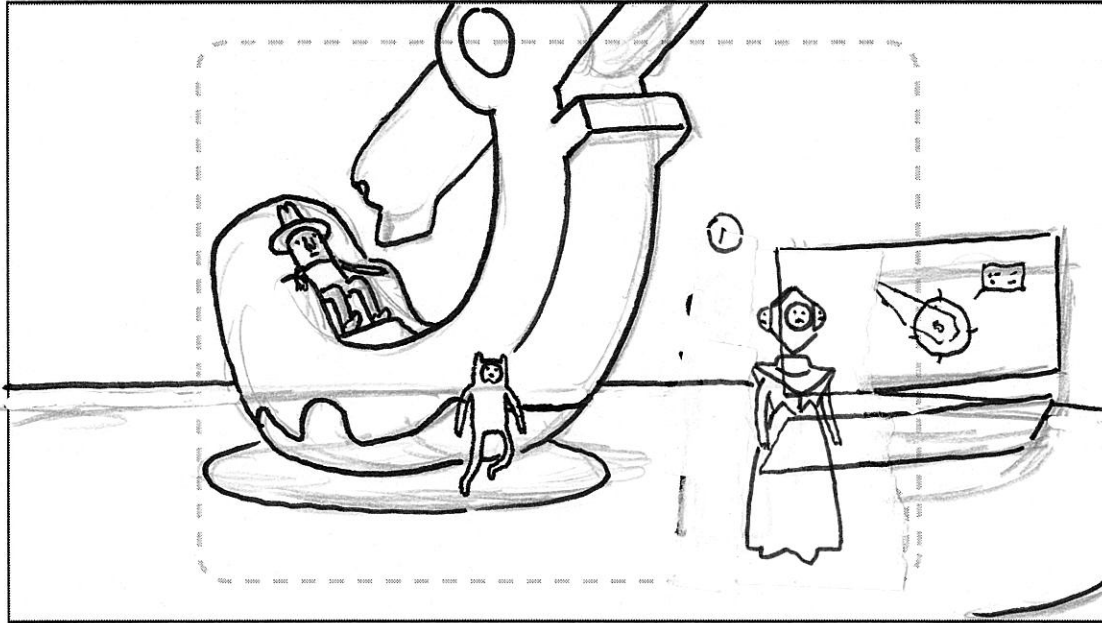
Page 195

Sc. 145

Pnl. A

Bg.

day night

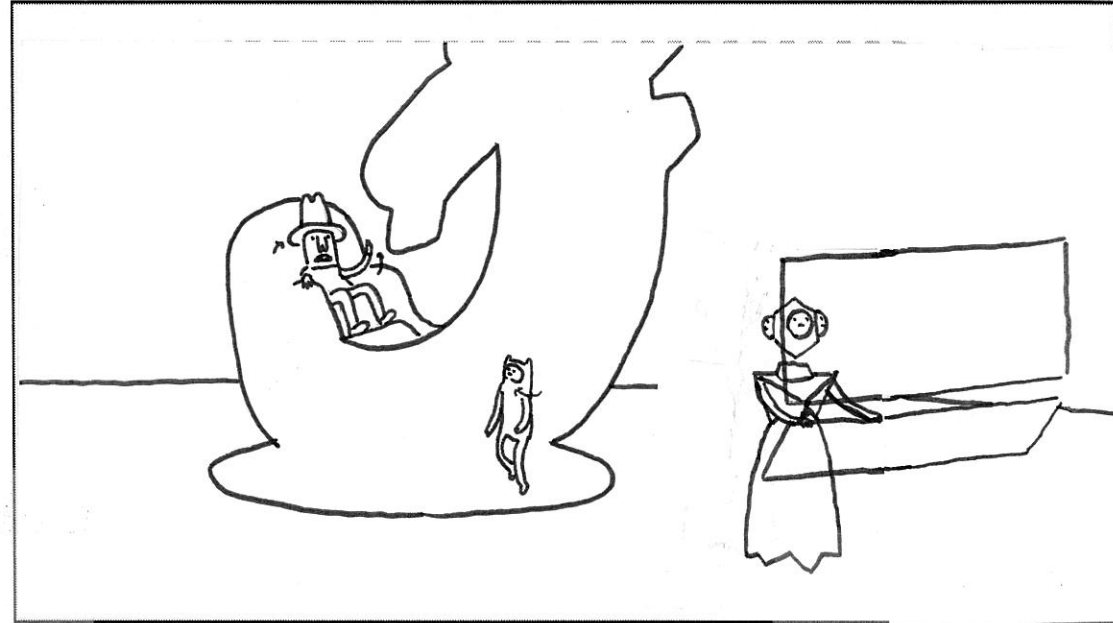


Sc. 145

Pnl. B

Bg.

day night



Dialog: Glob/ Was that all of our missiles?

StarMan/ Uh yeah.

Action: Glob's face spins around from behind



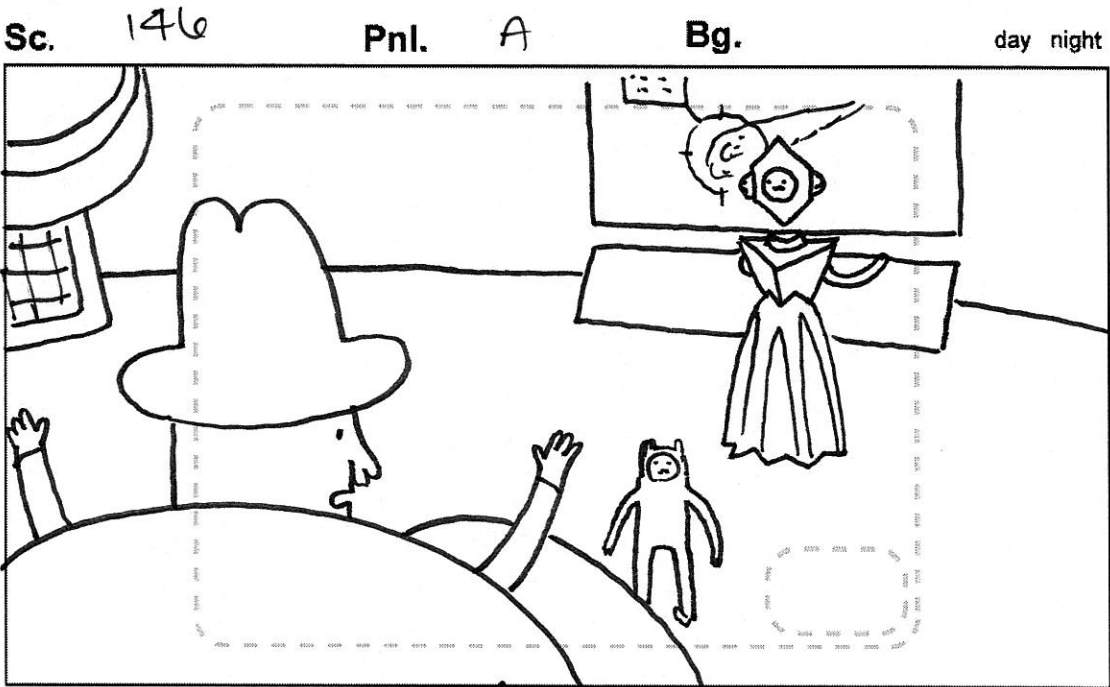
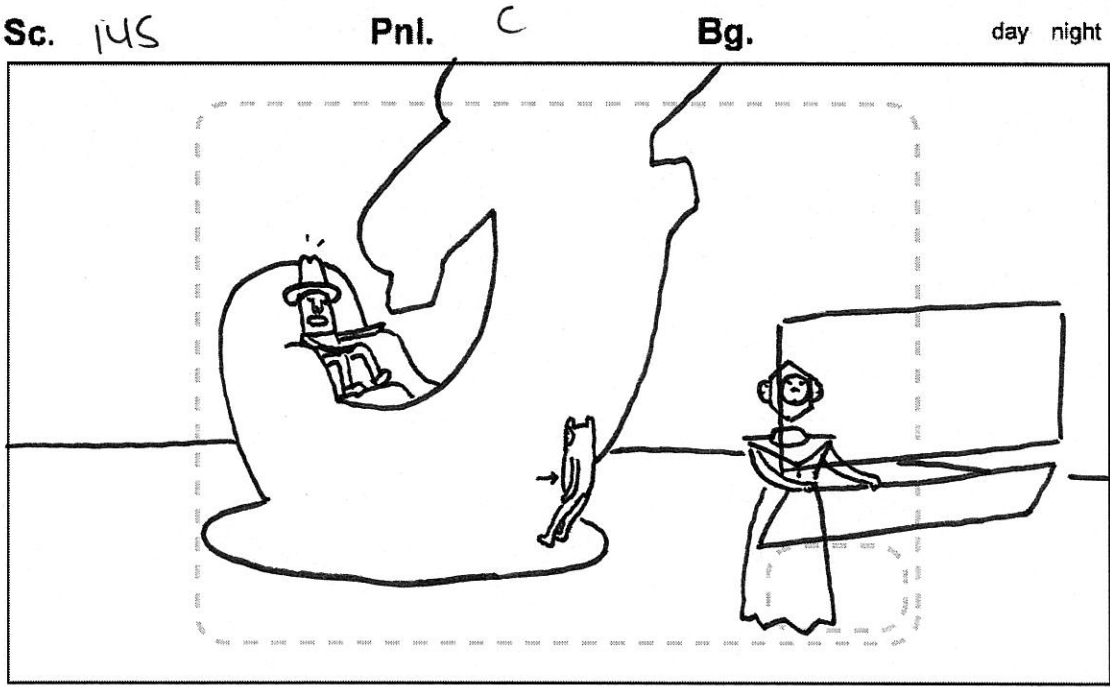
Timing:

EPISODE #

1025-180

Production :

ADVENTURE TIME



Dialog: Star Man / I'm suprised we even had those ones.

star Man/ Like, who would we shoot a miss'le at?

Action:

Timing:

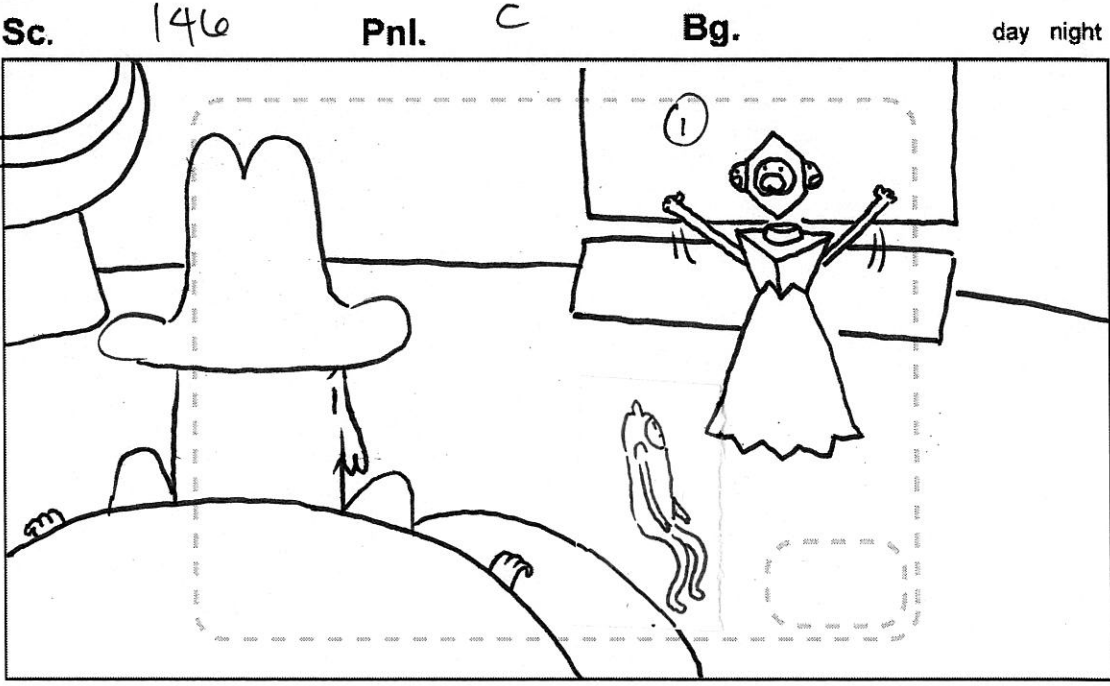
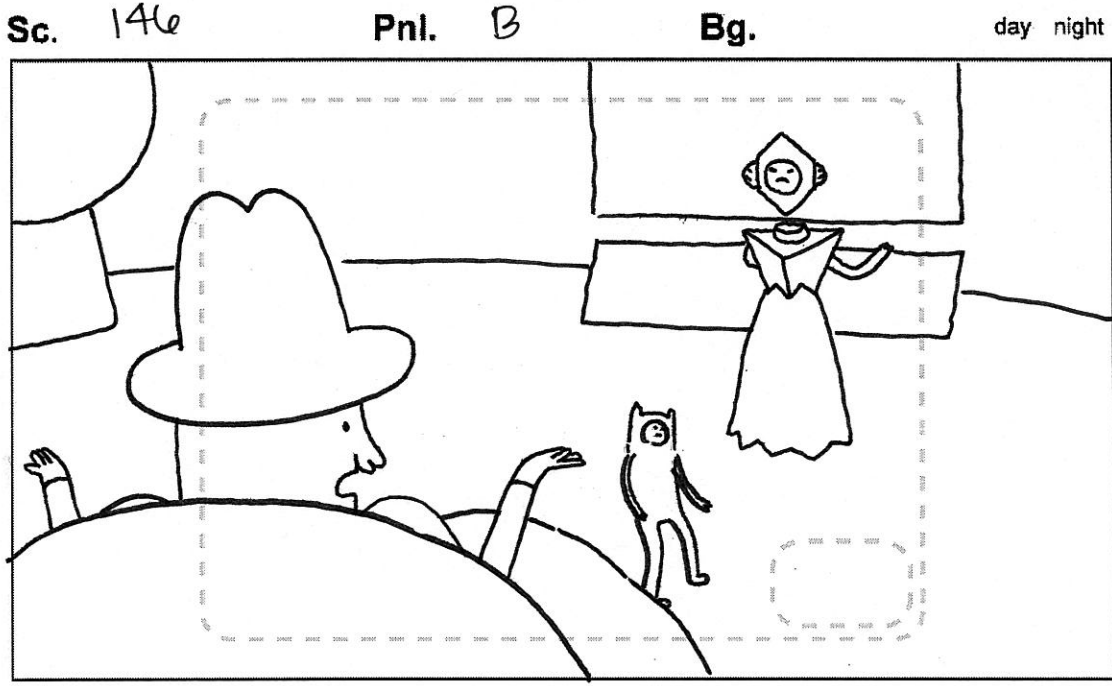
EPISODE #

1025-180

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.


ADVENTURE TIME



Dialog: Star Man / who would we shoot it at? GGGGloob/ I'M THINKING, STAR MAN!

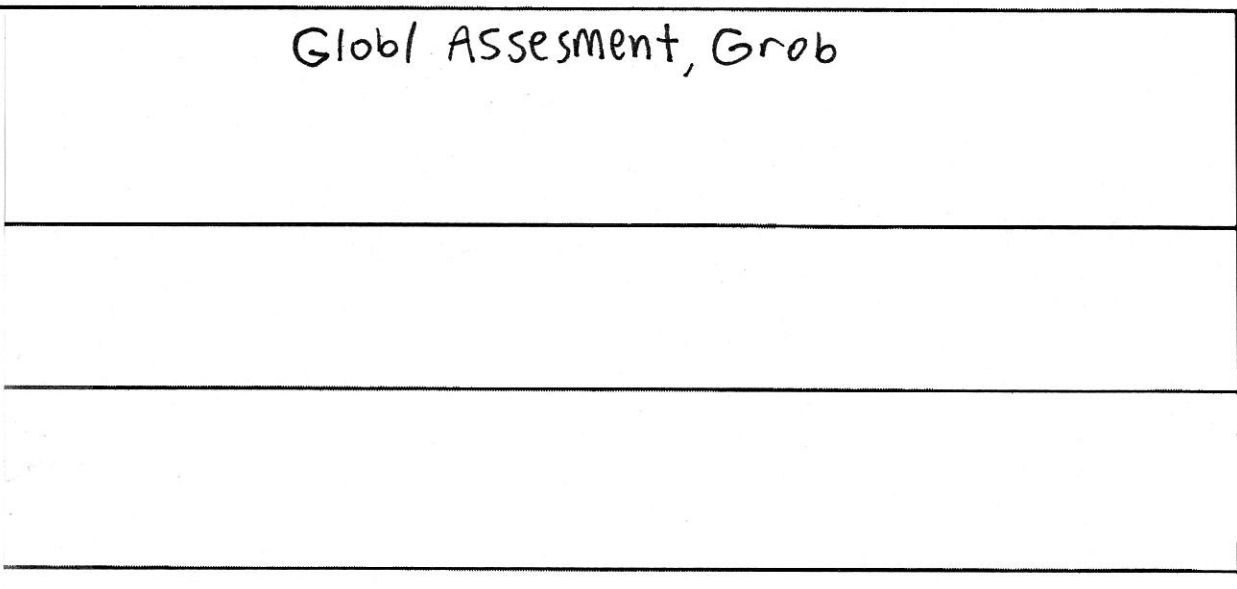
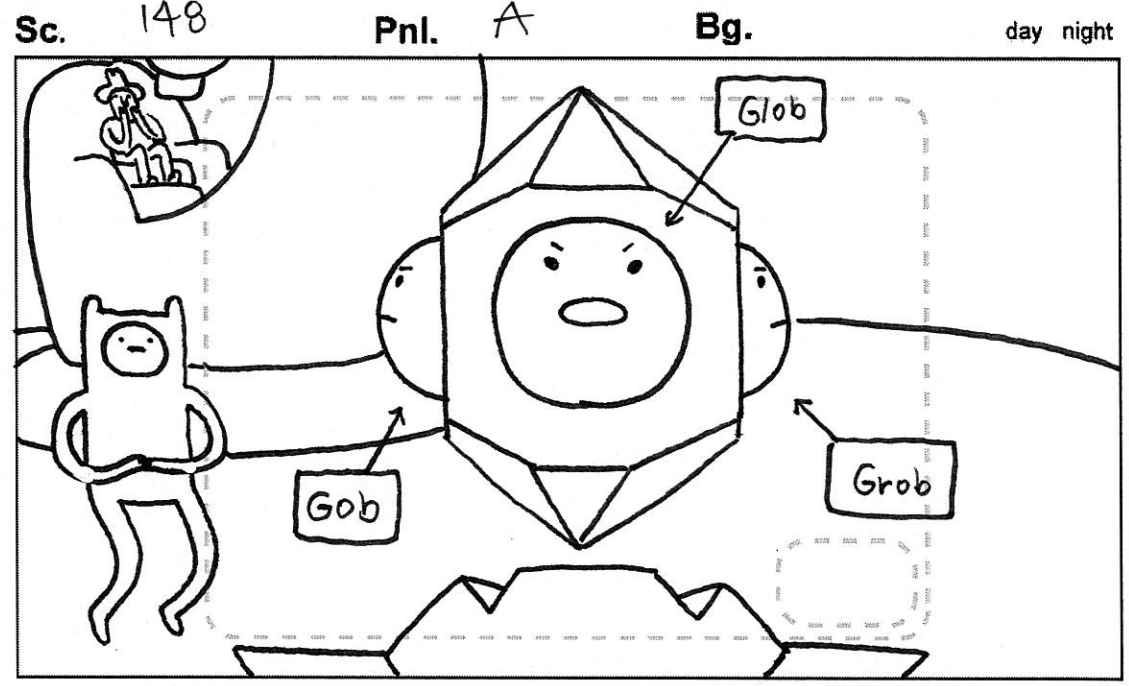
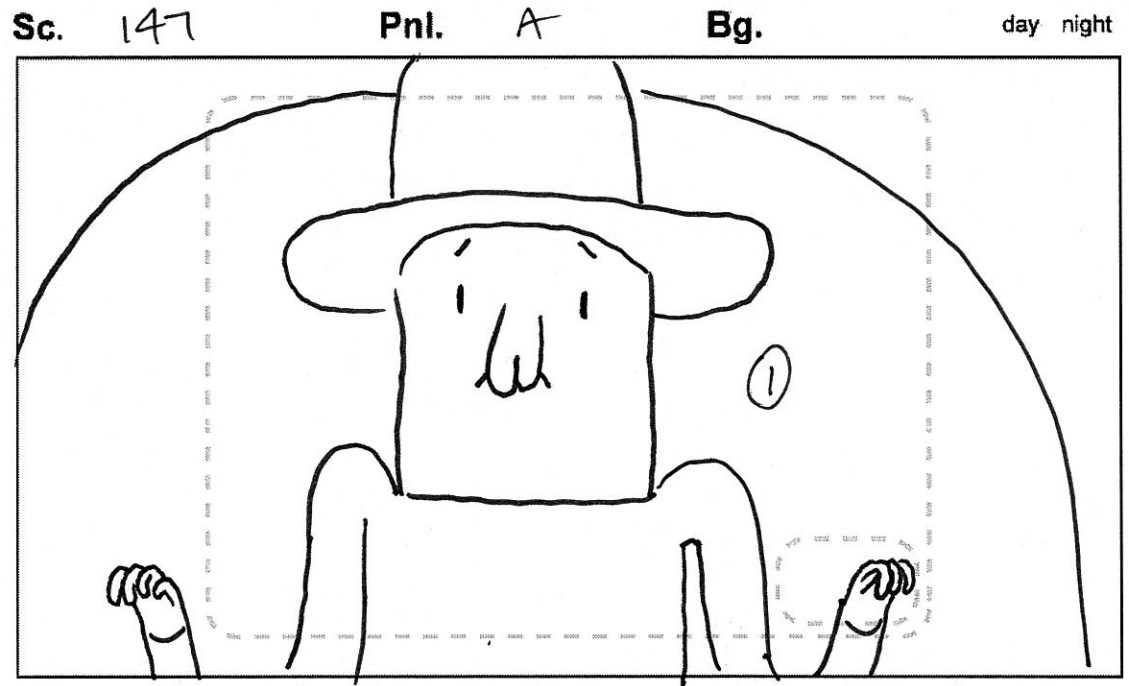
Action: slam fists

Timing:



EPISODE # 1025-180
Production :

ADVENTURE TIME



1025-180

EPISODE #

Production :

ADVENTURE TIME



Page 199

Sc. 148

Pnl. B

Bg.

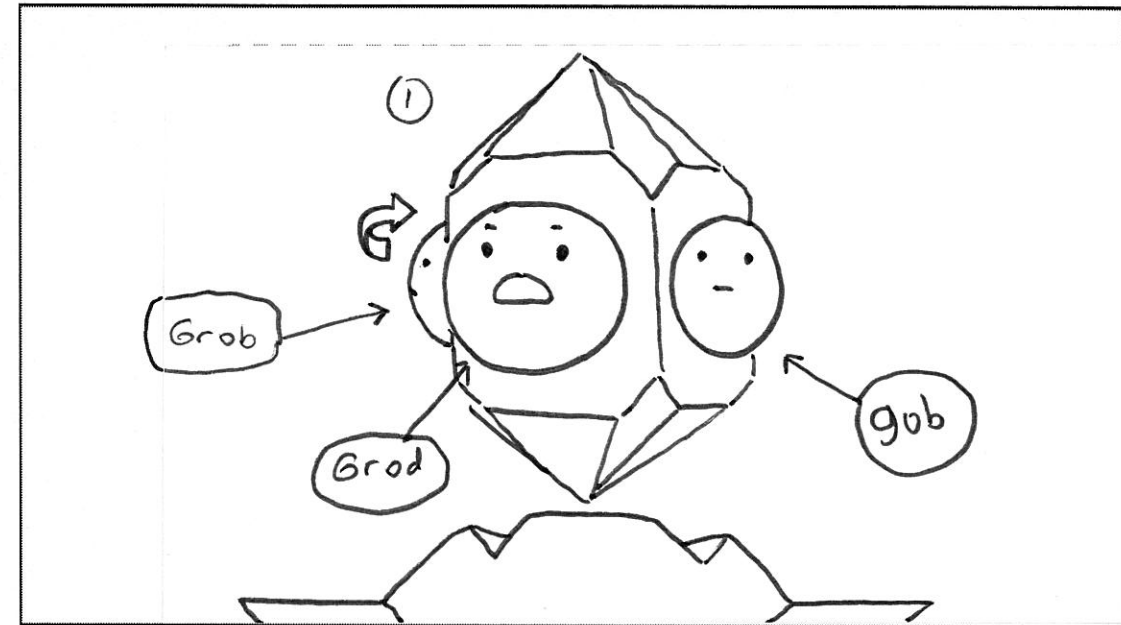
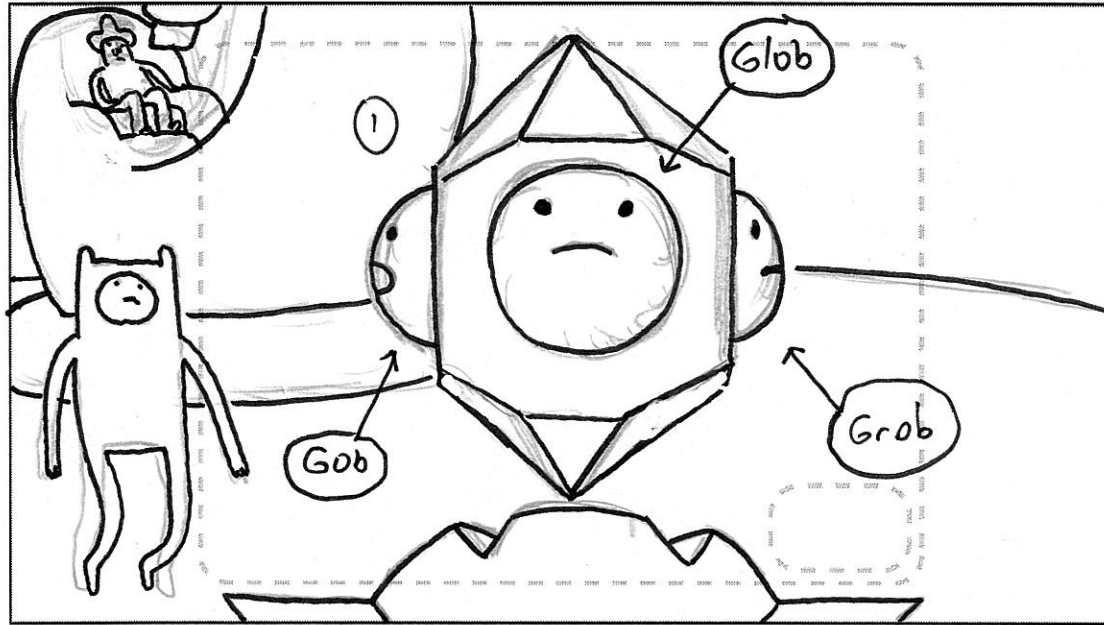
day night

Sc. 148

Pnl. C

Bg.

day night

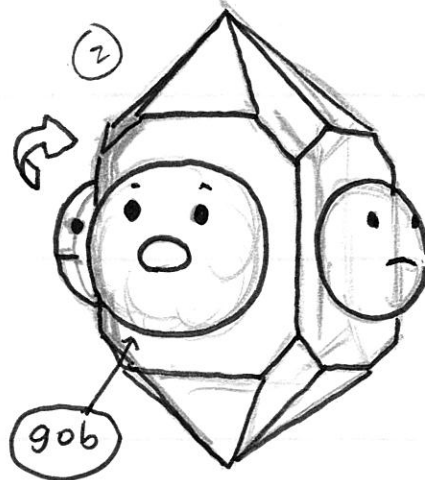


Dialog: Gob! But it's never been so off schedule! ~~the~~

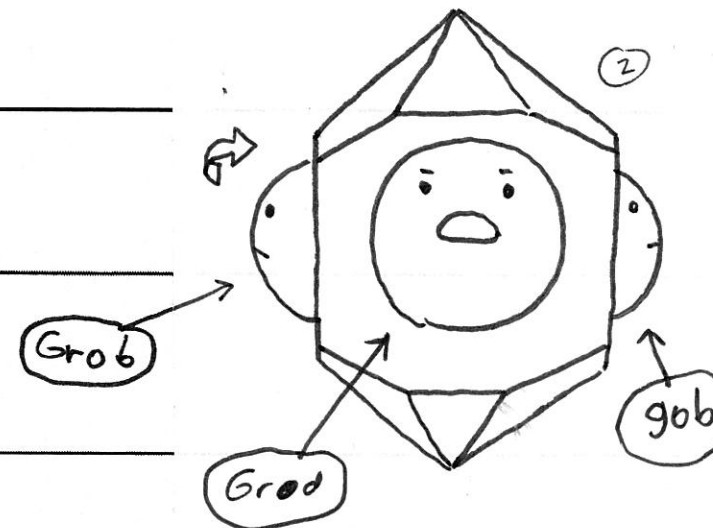
Grod band it never ²freaking hits Mars!

Action:

Timing:



(Flip heads)



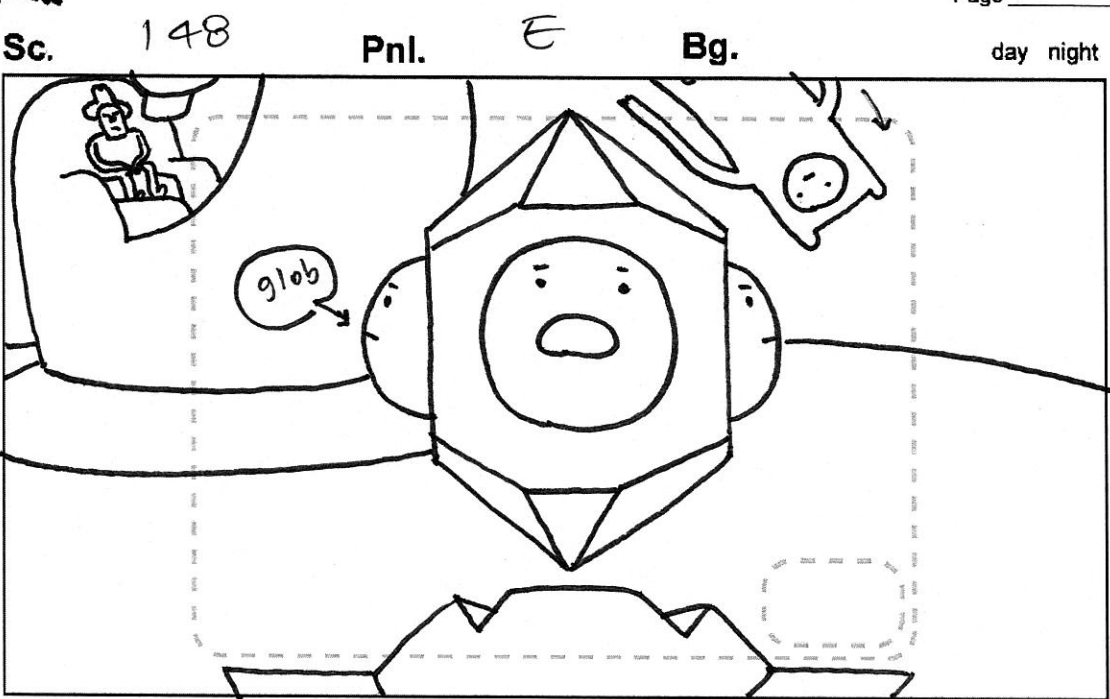
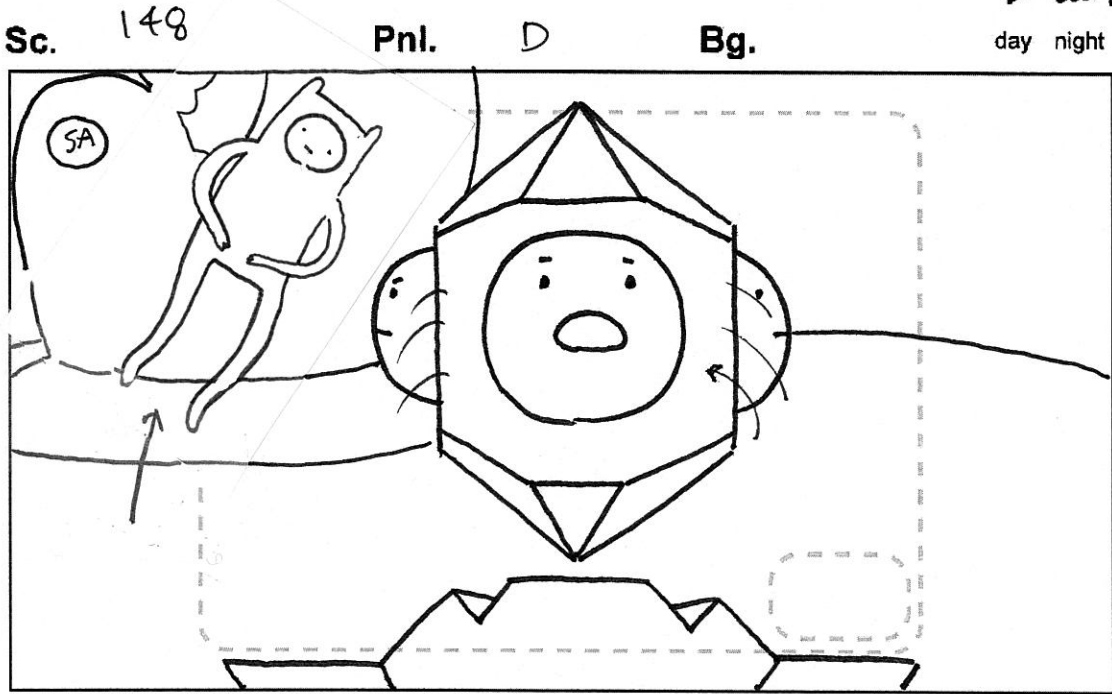
EPISODE #

Production :

1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Grob / We're sunk bro.

Grob / This whole place is gonna be a stinking molten dump in a minute.

Action:

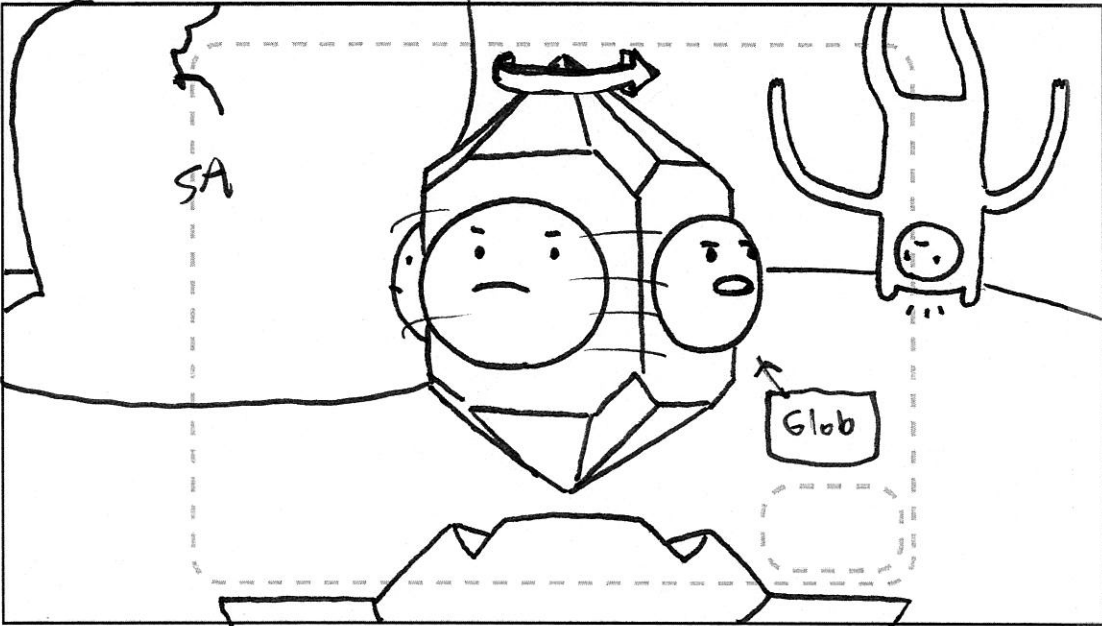
Timing:

EPISODE # 1025-180
Production :

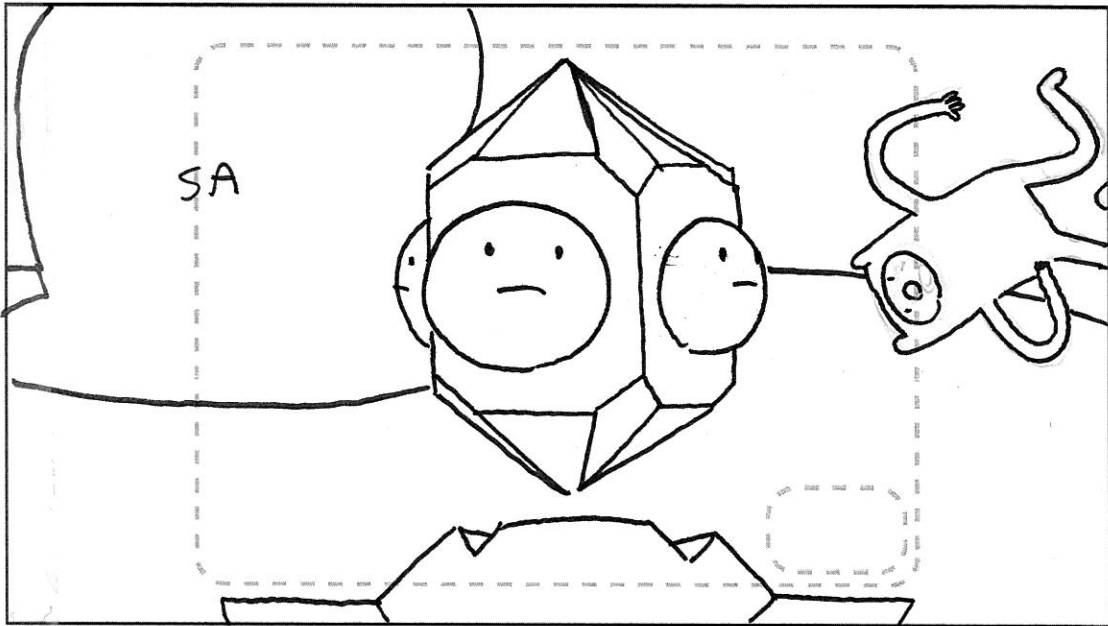
ADVENTURE TIME



Sc. 148 Pnl. F Bg. day night



Sc. 148 Pnl. G Bg. day night



Dialog: Glob/ what do you think Finn the Human?

Finn/ wa who me?

Action:

Timing:

EPISODE #

1025-180

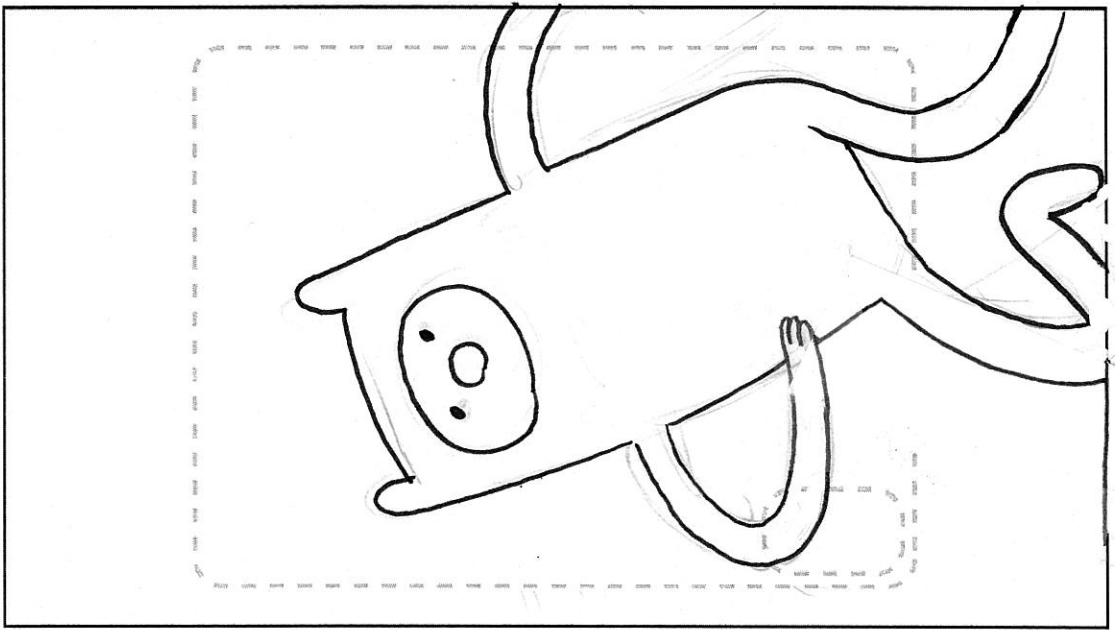
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

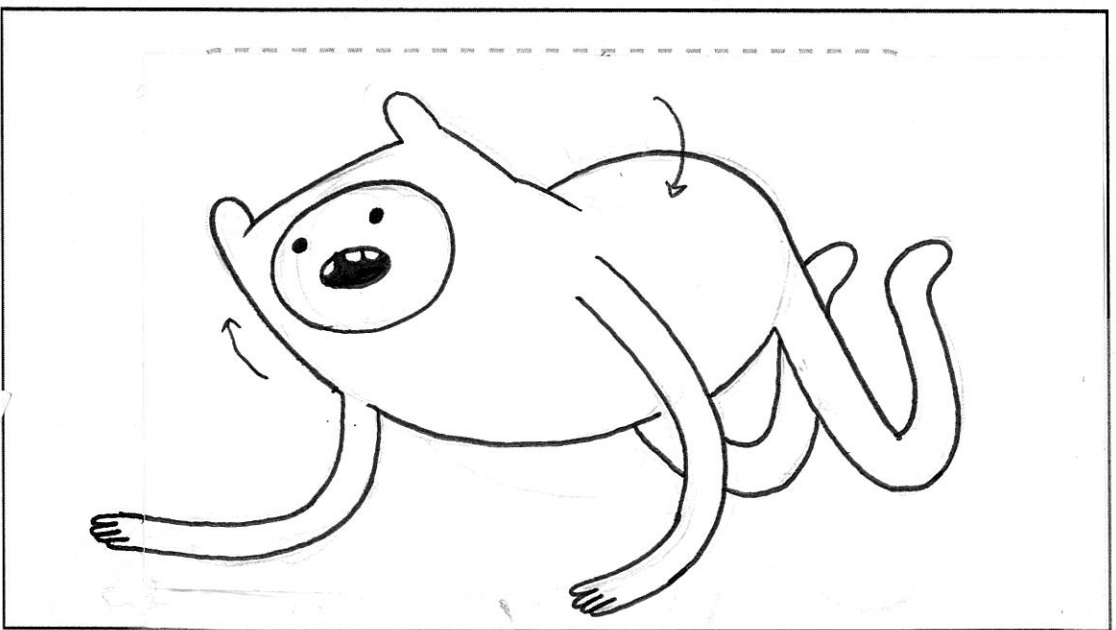
ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



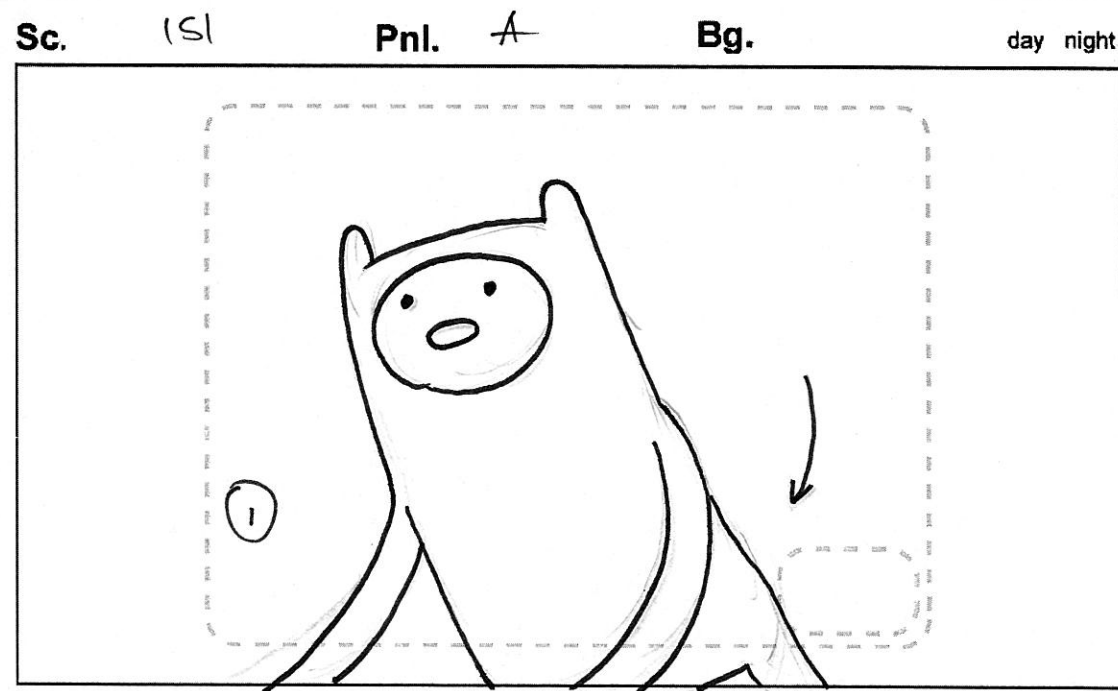
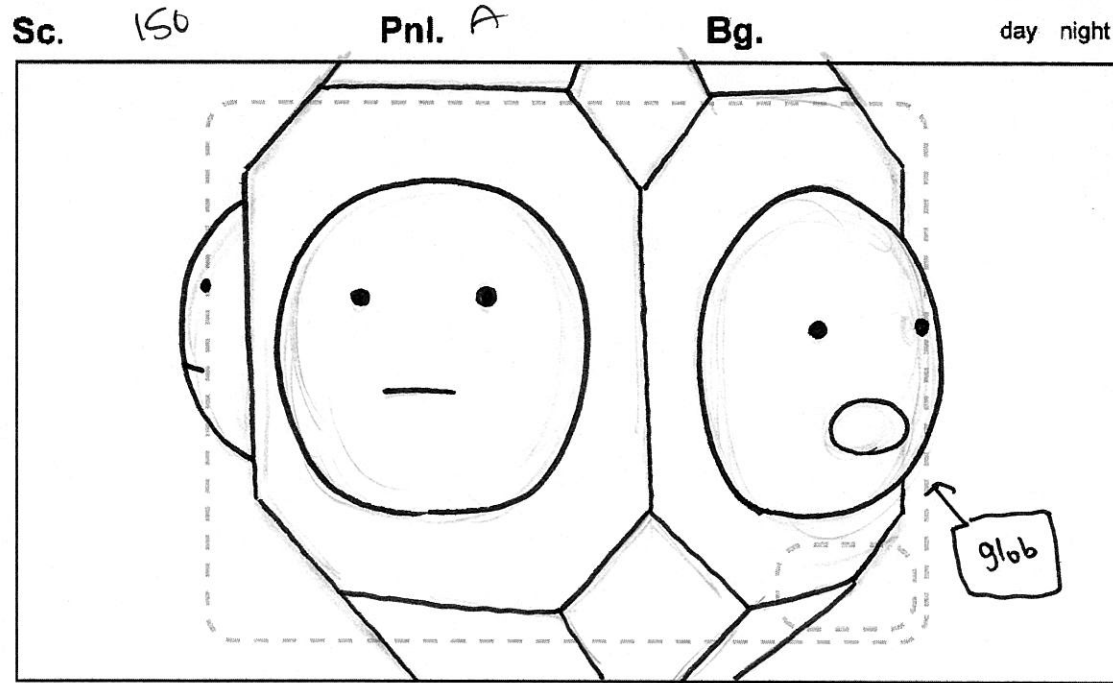
Dialog:	Finn/ You can see _____ me too ?
Action:	
Timing:	

EPISODE # 1025-180
Production :

ADVENTURE TIME



Page 203



Dialog:
Glob/ Yes, I am Glob.

Action:

Timing:

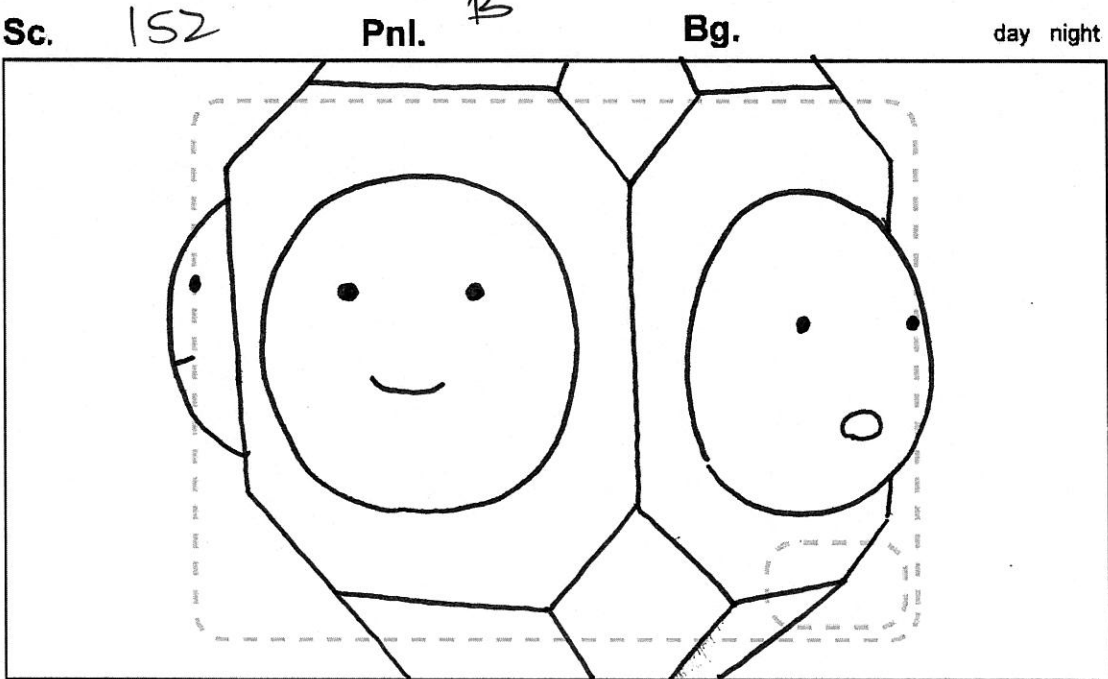
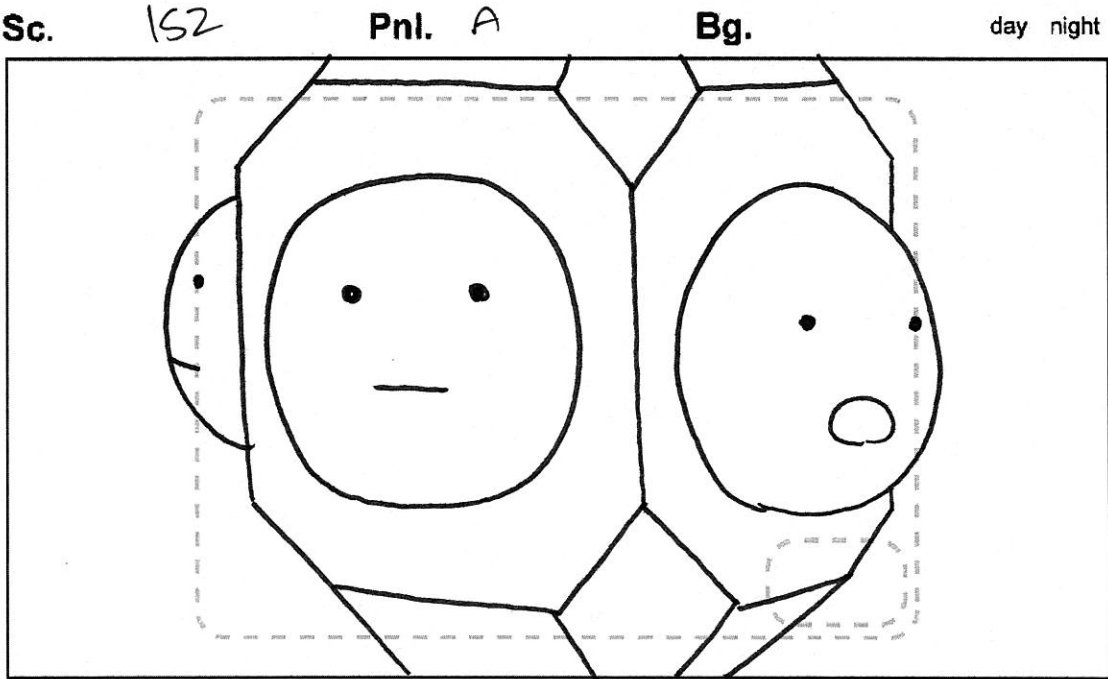
Finn/ ① Oh yeah. ② Hey do you ever say
③ "Oh my Glob"



EPISODE #

1025-180

ADVENTURE TIME



Dialog: Glob / No but sometimes

Glob / (cont) Gob does.

Action:

Timing:

EPISODE #

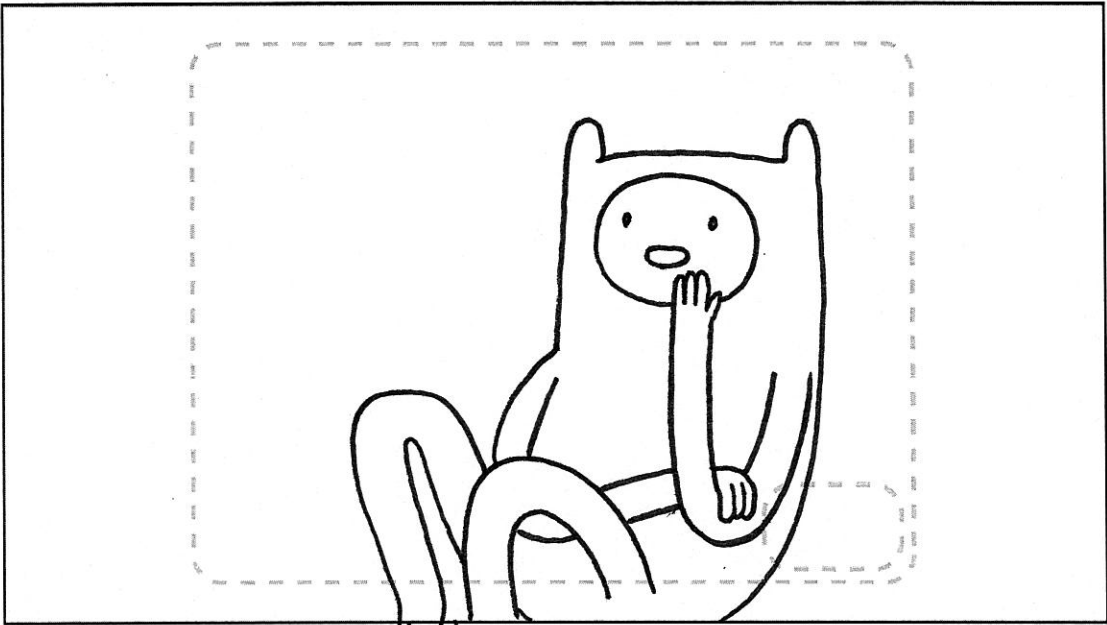
Production :

1025-180

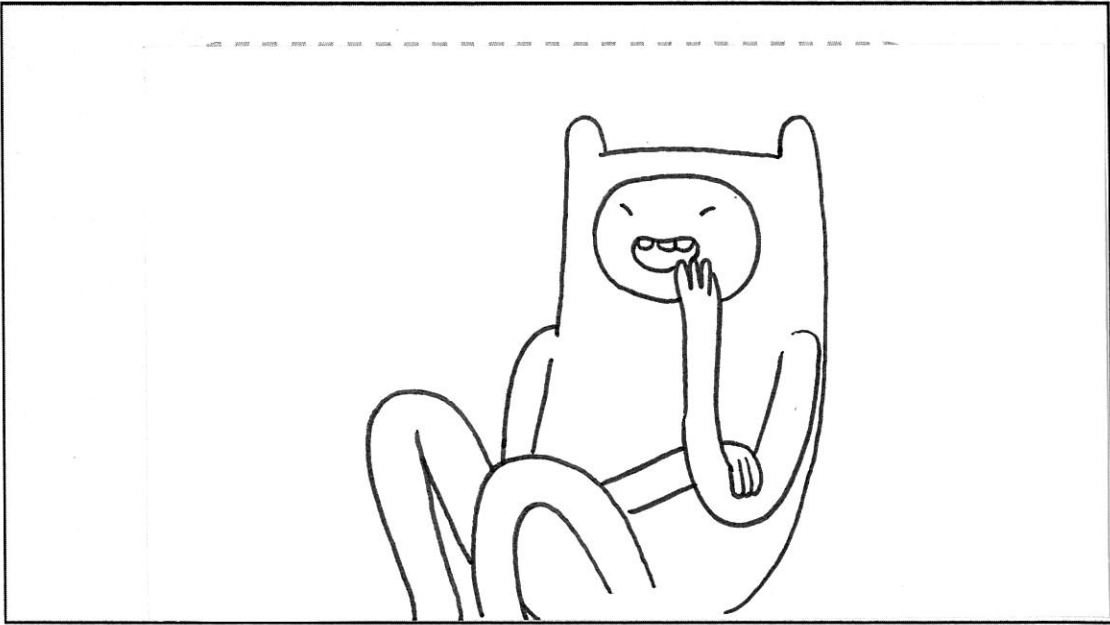
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:

Action: (start pose)

Timing:

Finn / chee-hee:



Production :

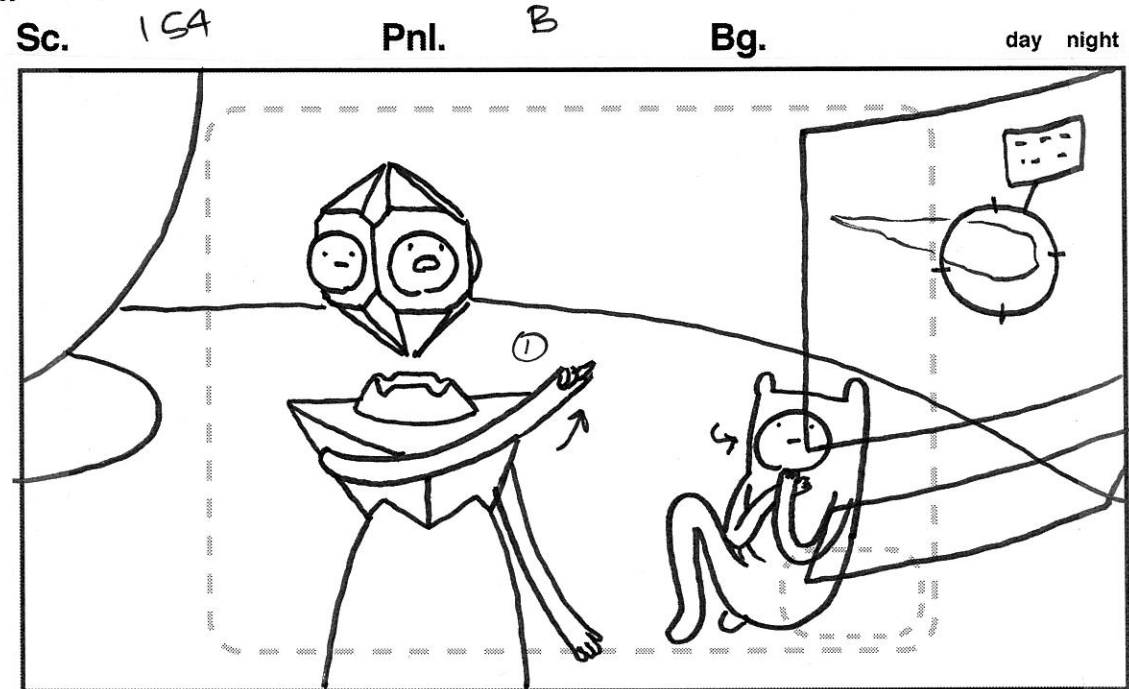
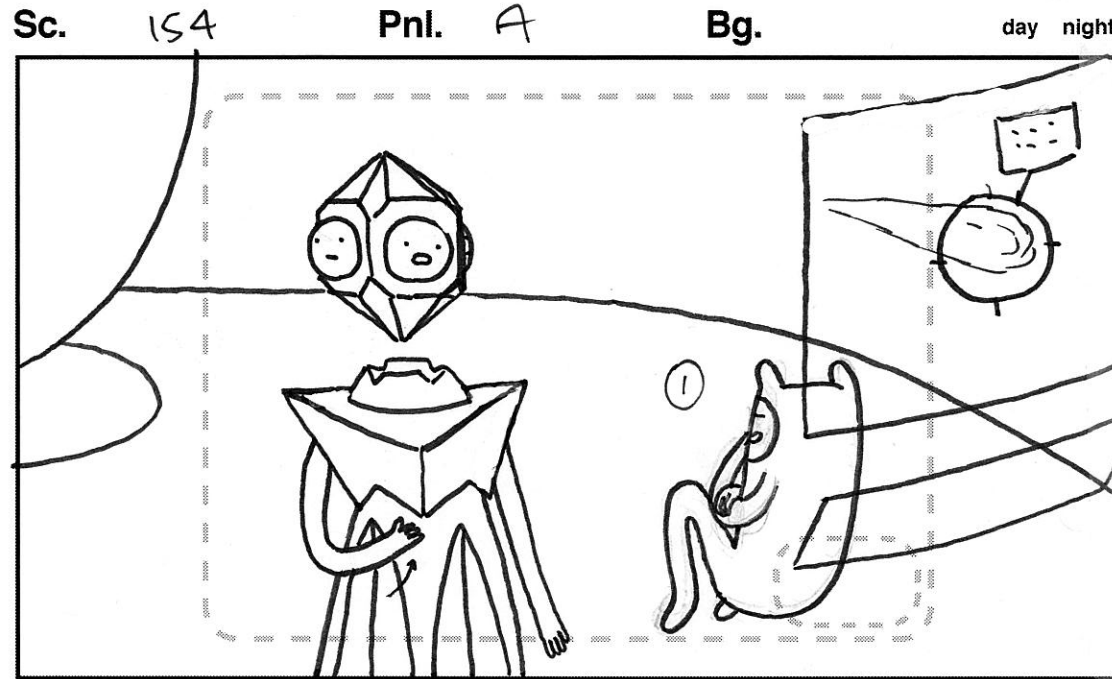
EPISODE #

1 U25-180

ADVENTURE TIME



Page 206



Dialog: Glob/ You're dreaming so far from home
(1) (2)

Glob/ It must be comot related.

Action:

Timing:

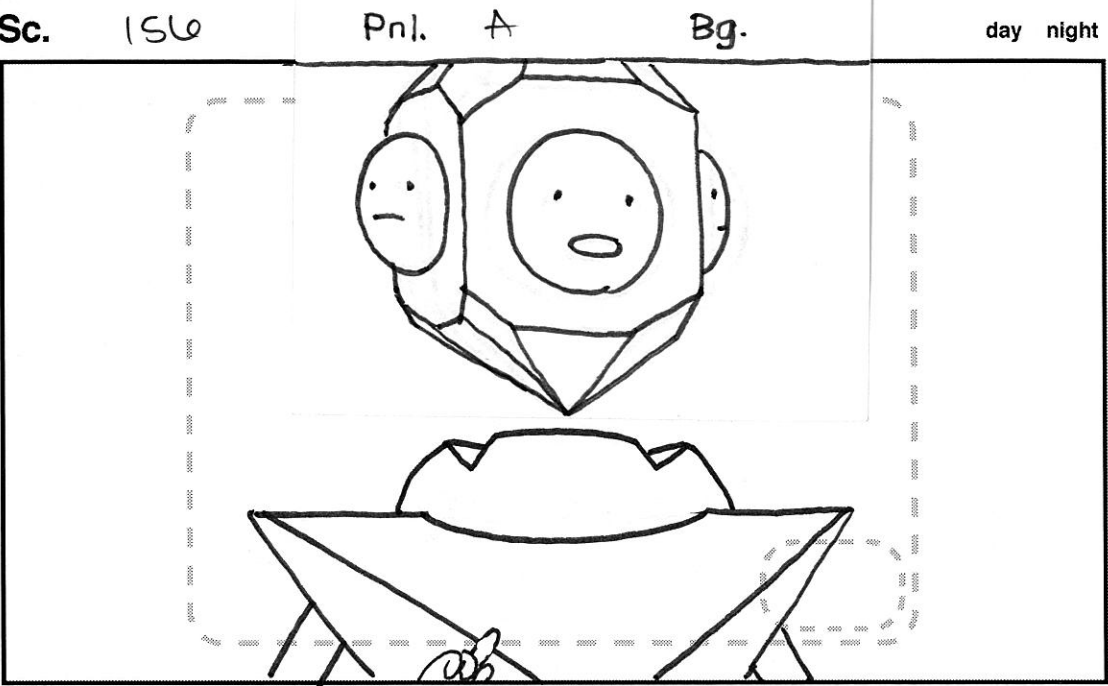
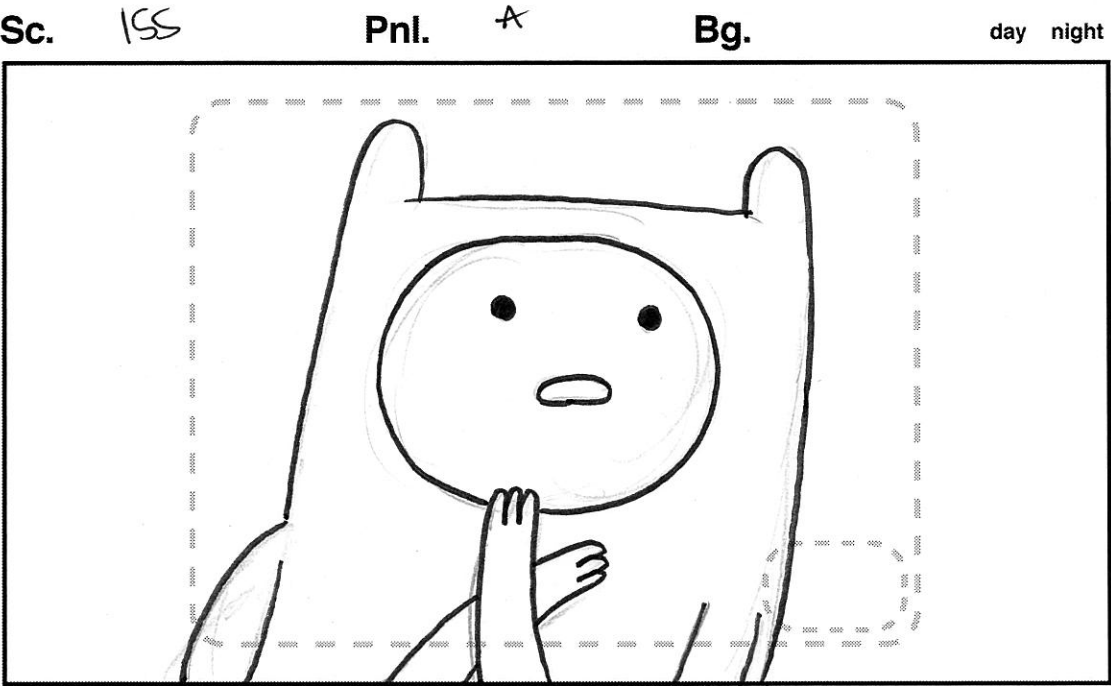


1U25-180

EPISODE #

Production:

ADVENTURE TIME



Dialog: Finn / Yeah but I got a question.

Action:

Timing:

Glob / what's that?

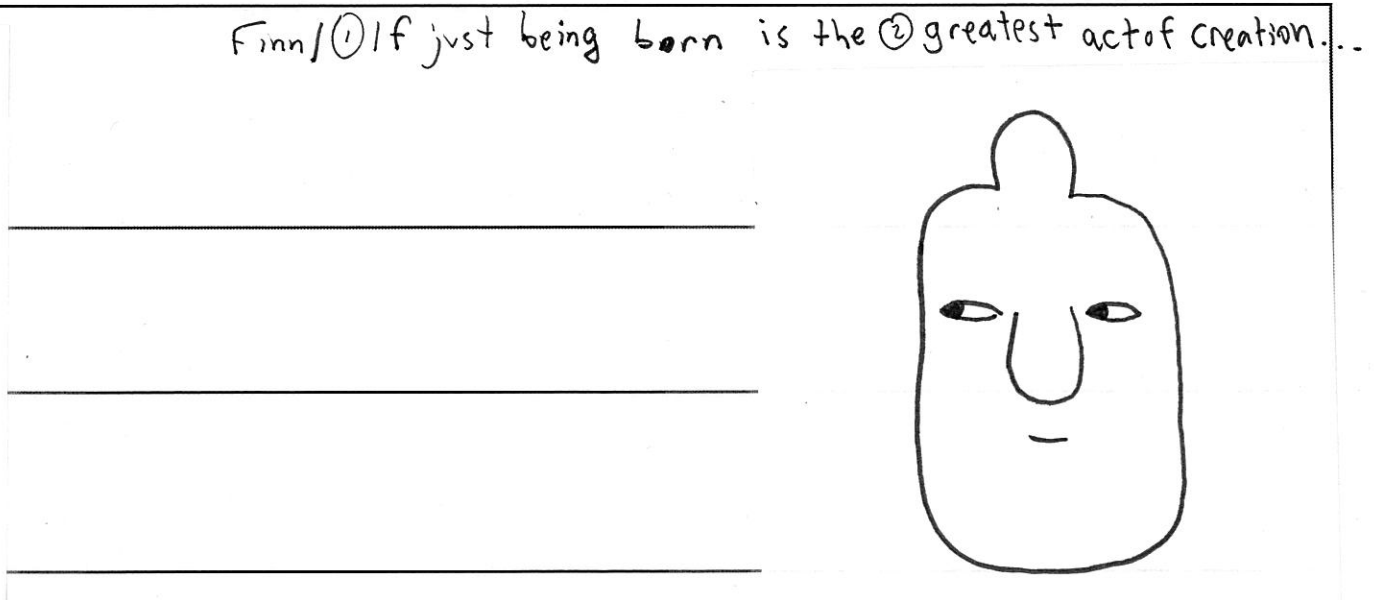
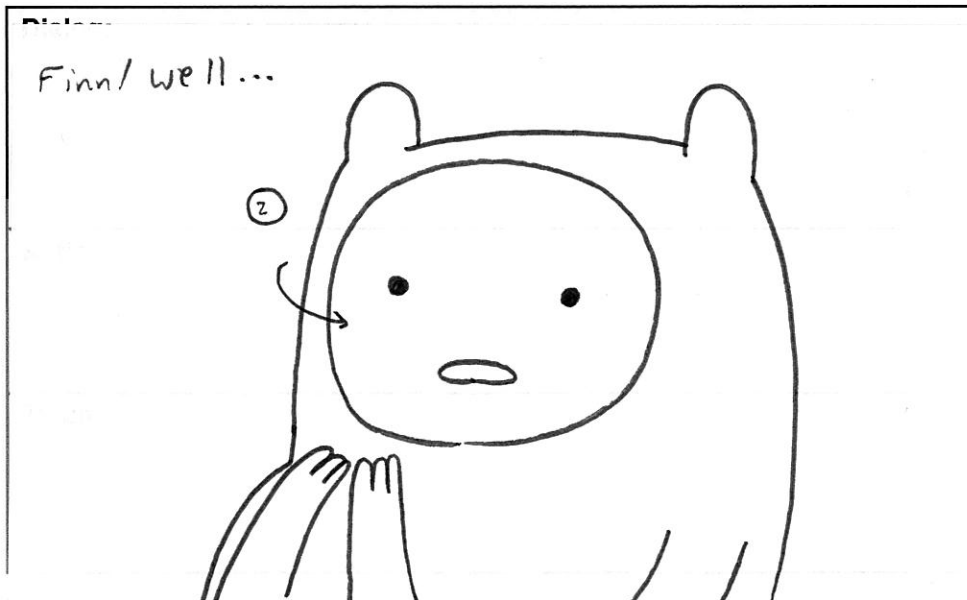
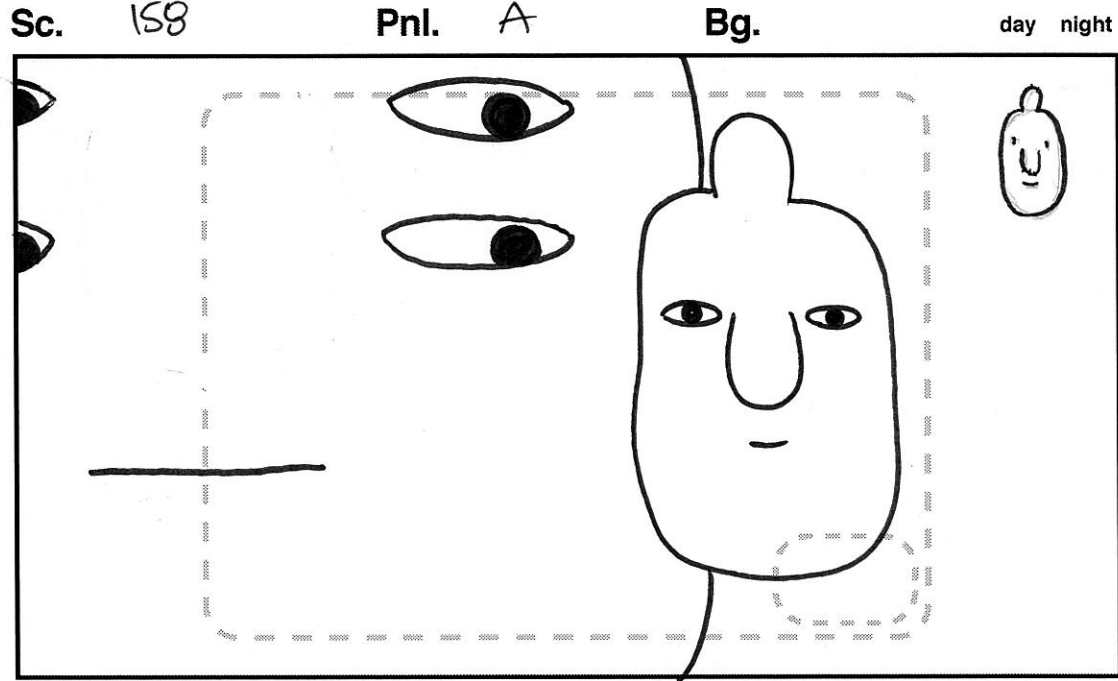
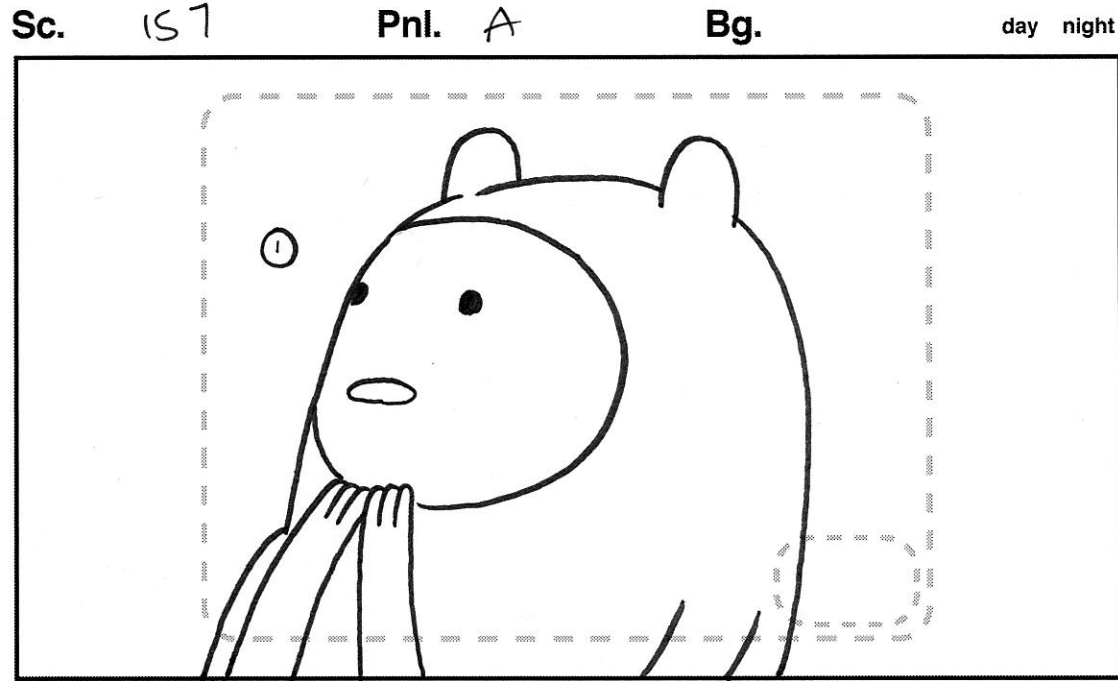
EPISODE # 1025-180

Production:

ADVENTURE TIME



Page 208

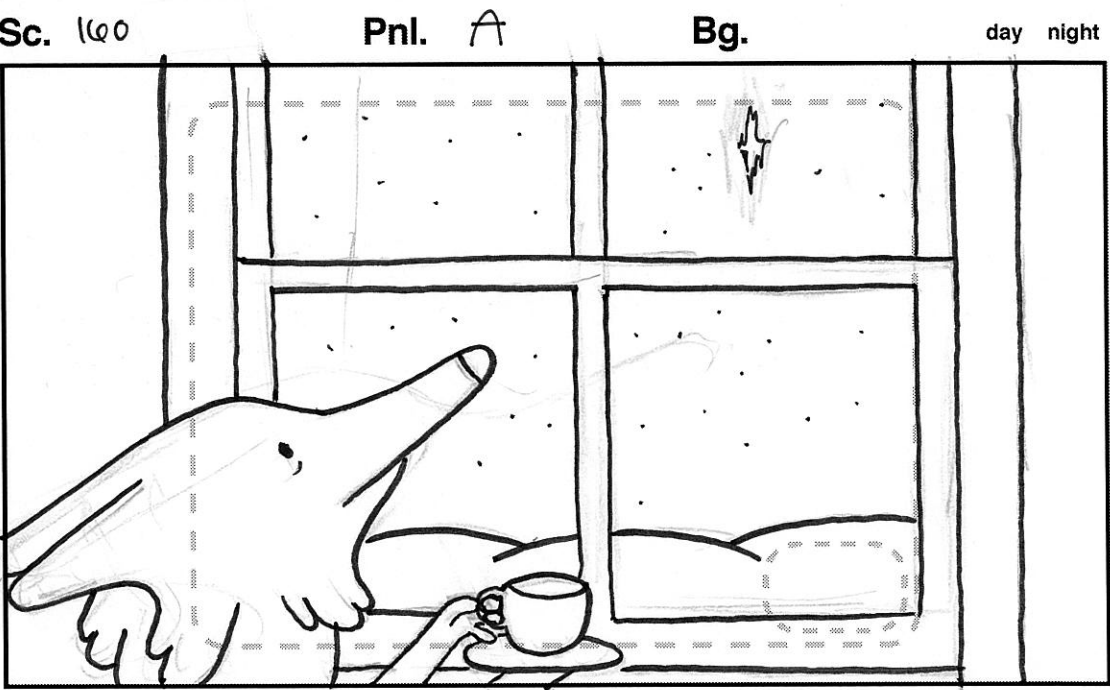
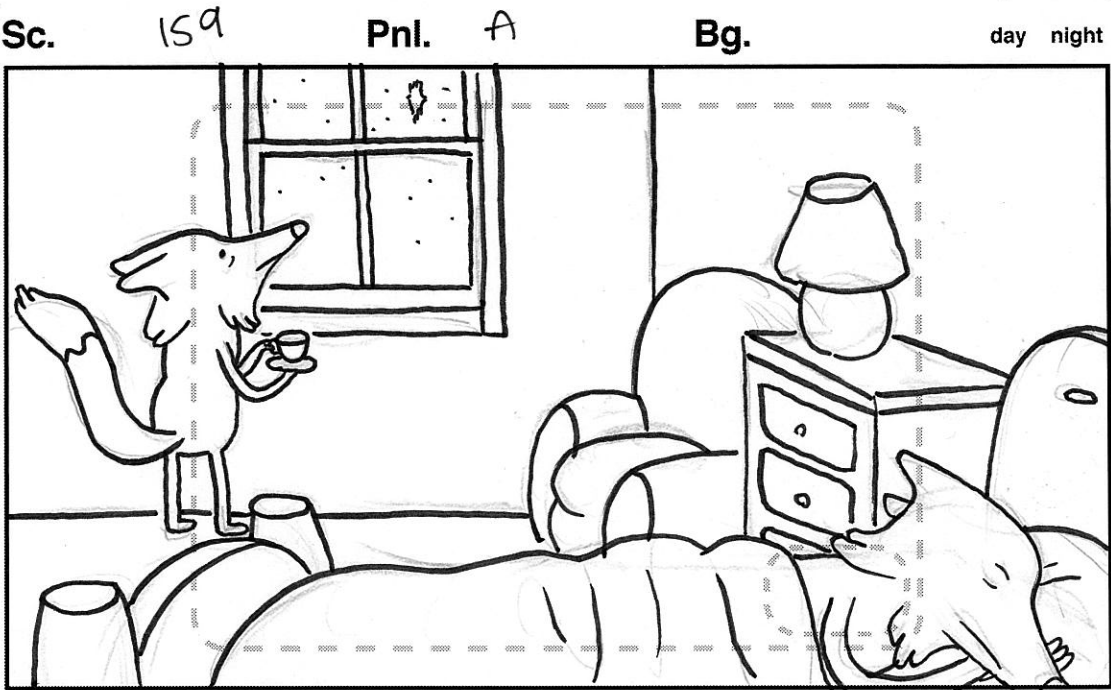


EPISODE #

Production:

1025-180

ADVENTURE TIME



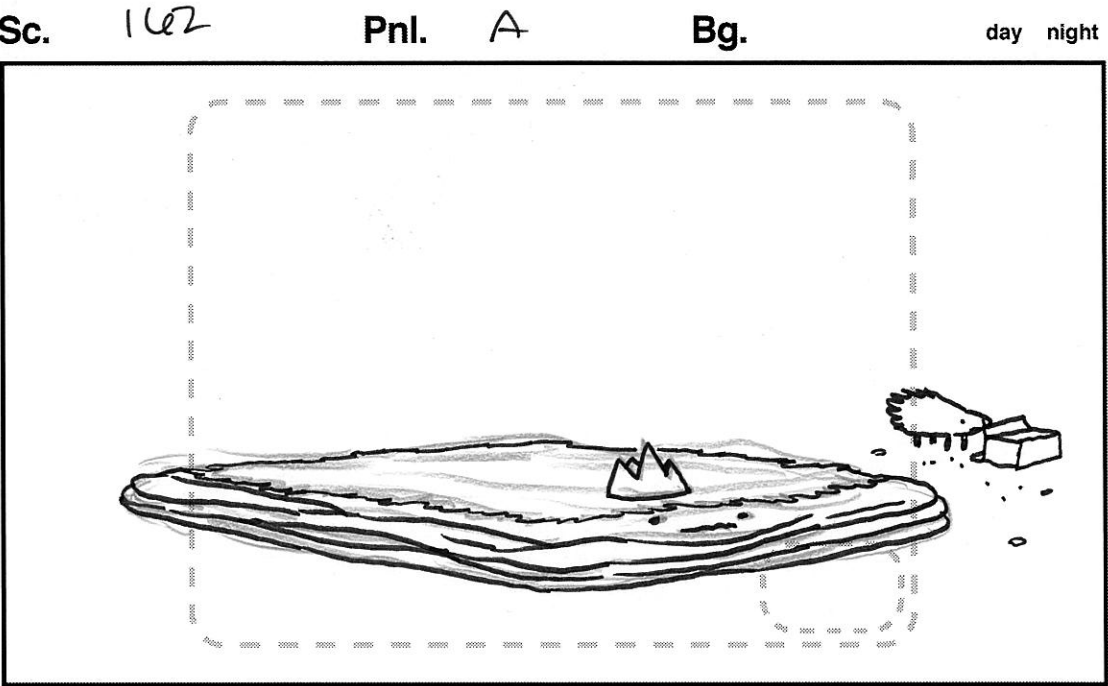
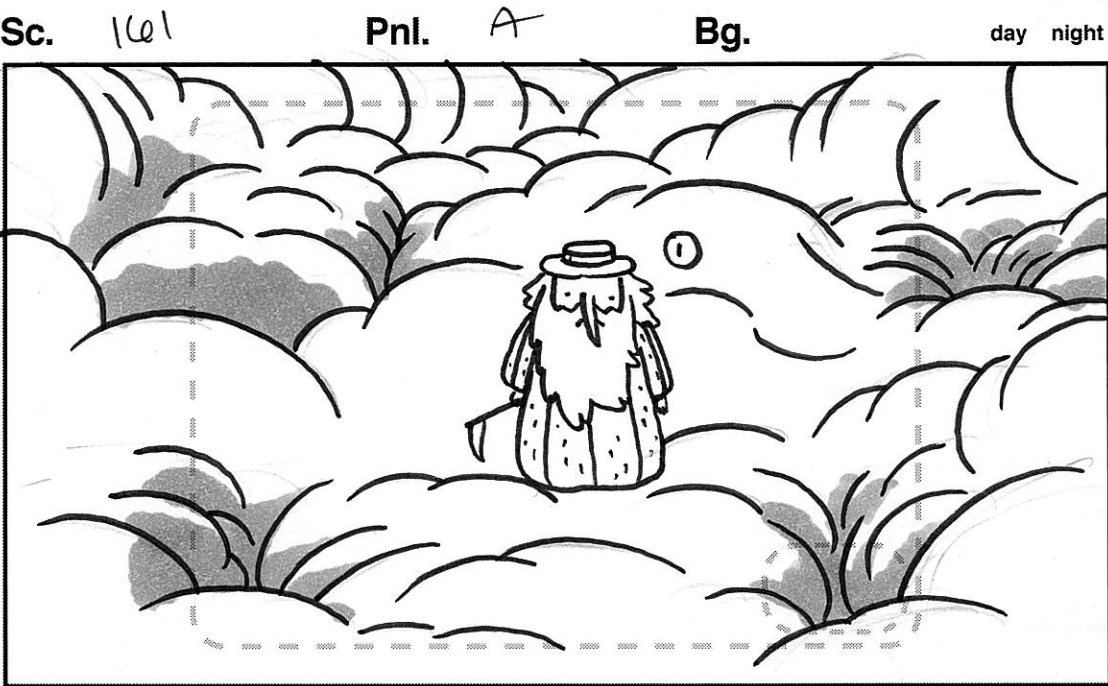
Dialog:	Finn (os) / Then what are you supposed to — do after that?
Action:	
Timing:	

EPISODE #

1025-180

Production:

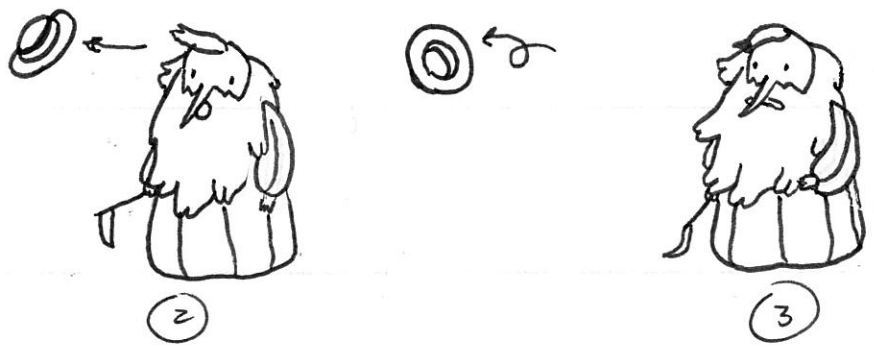
ADVENTURE TIME



Dialog: Finn (OS) Isn't everything that comes next sort of a disappointment?

Action: Ice King's hat blows off

Timing:



Finn/ Slowly entropying untill we deflate into a pile of mush?

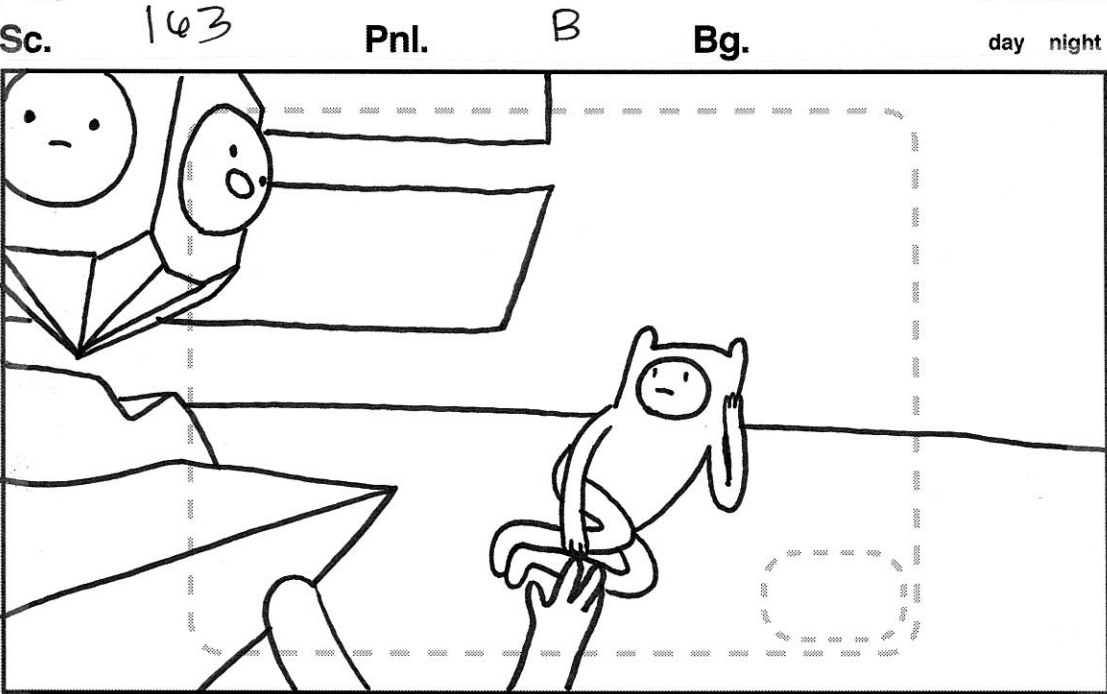
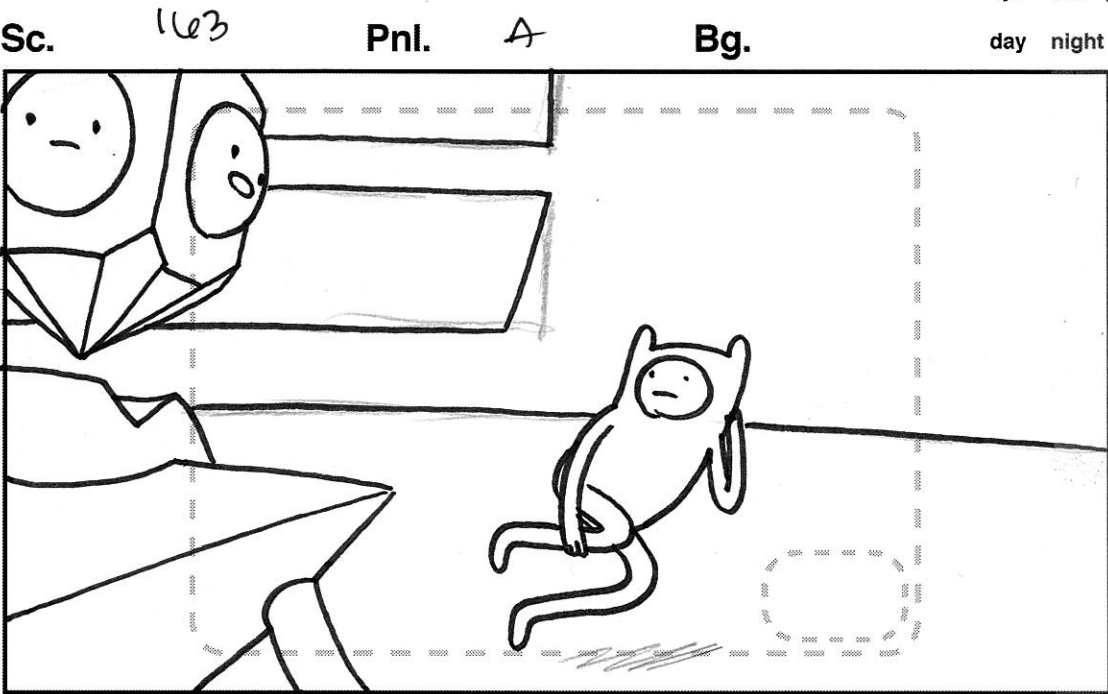


EPISODE #

Production:

1025-180

ADVENTURE TIME



Dialog: Gob / Well it's not enough to have _____ created something amazing, right?

Action:

Timing:

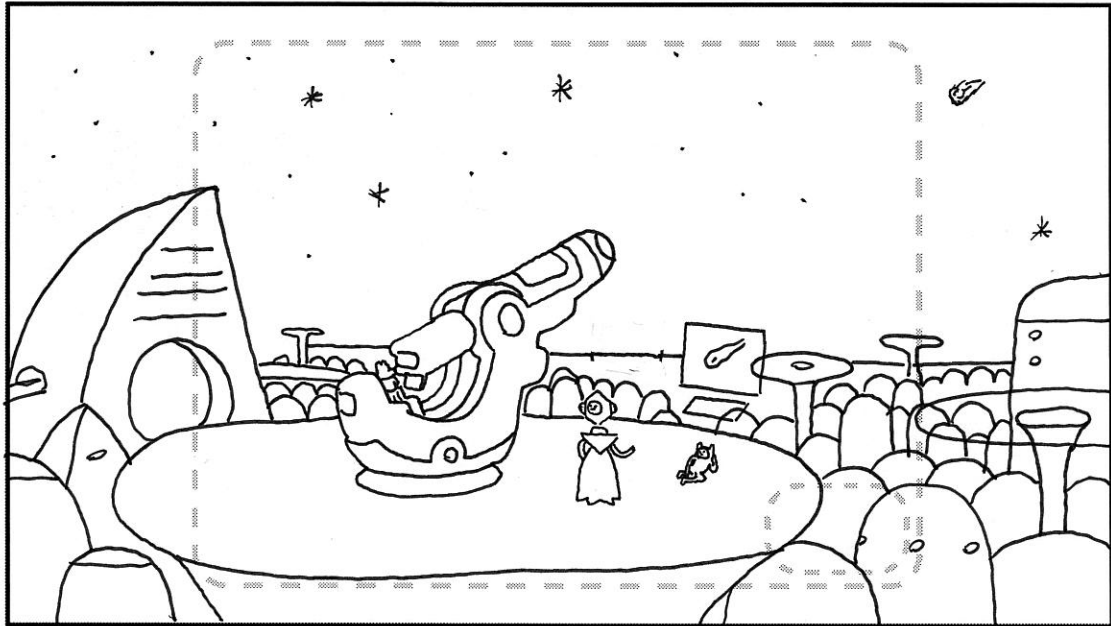
EPISODE # 1025-180

Production:

ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night

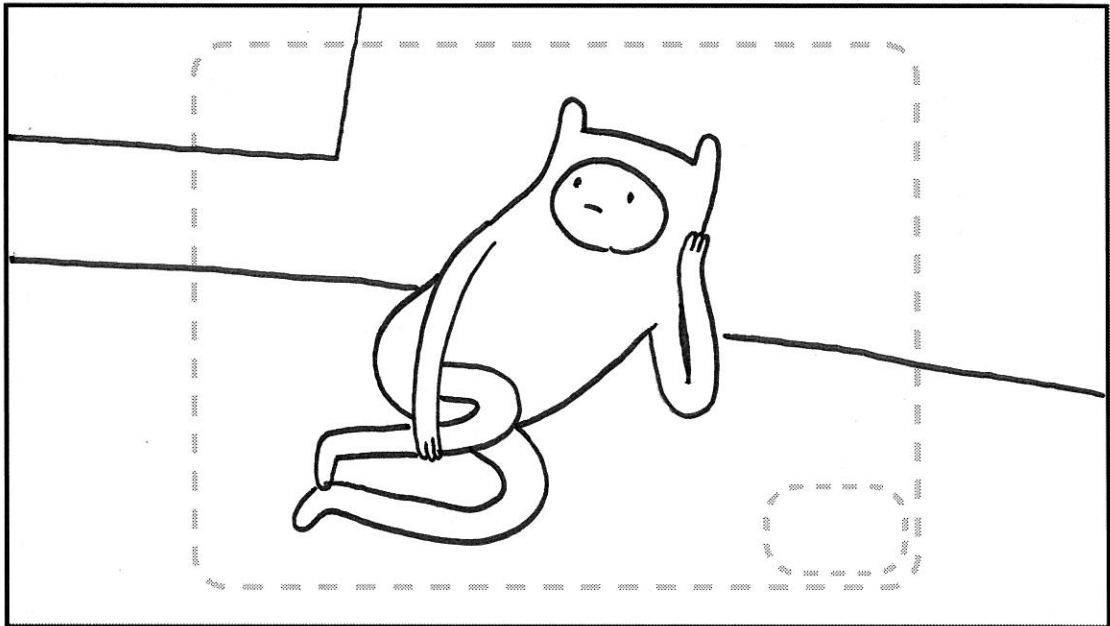


Dialog: Gob/ what if I let my Martian Super Society go to butt?

Action:

Timing:

Sc. 145 Pnl. A Bg. day night



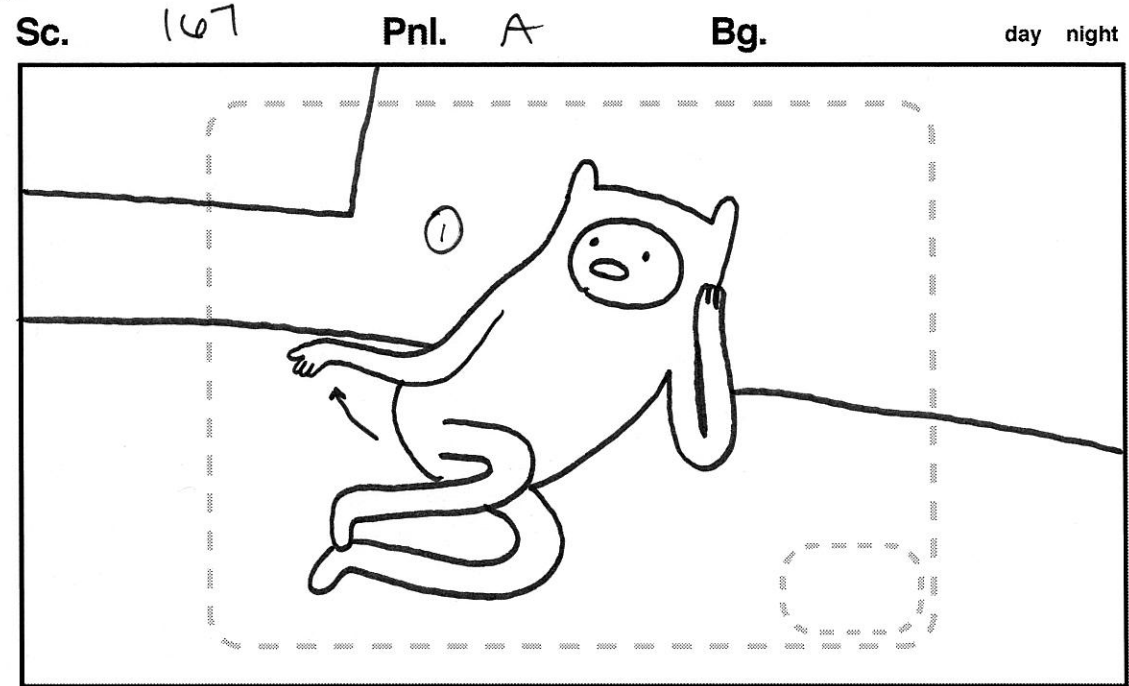
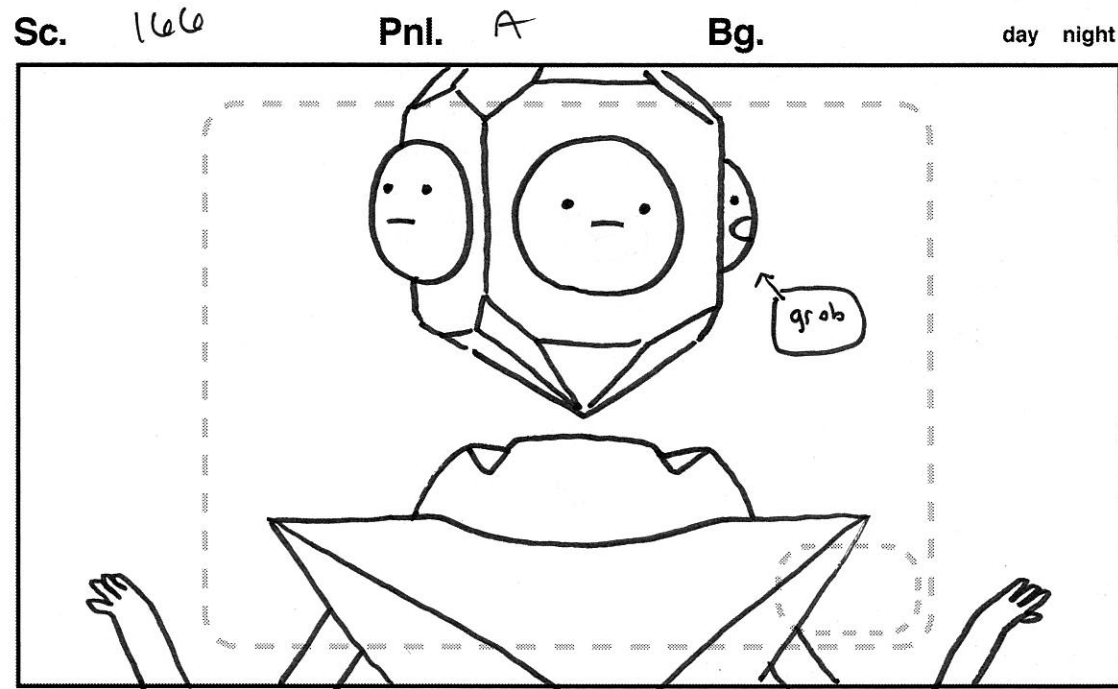
Grob/ Growing, nurturing, experimentation, and sacrifice:

EPISODE # 1025-180
Production:

ADVENTURE TIME



Page 213

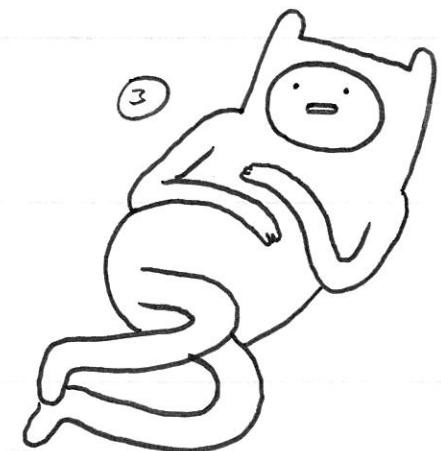


Dialog: Grob/ These are also valvable creative acts.

Action:

Timing:

Finn/①But what's it worth②if we all gonna get blowed up③right now?

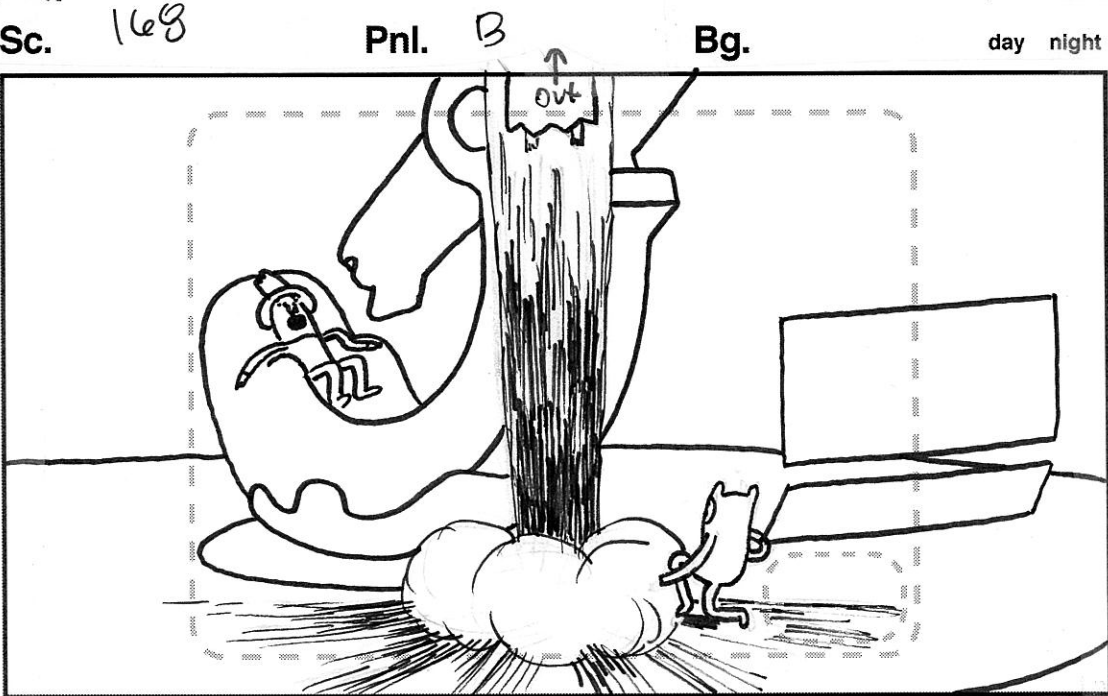
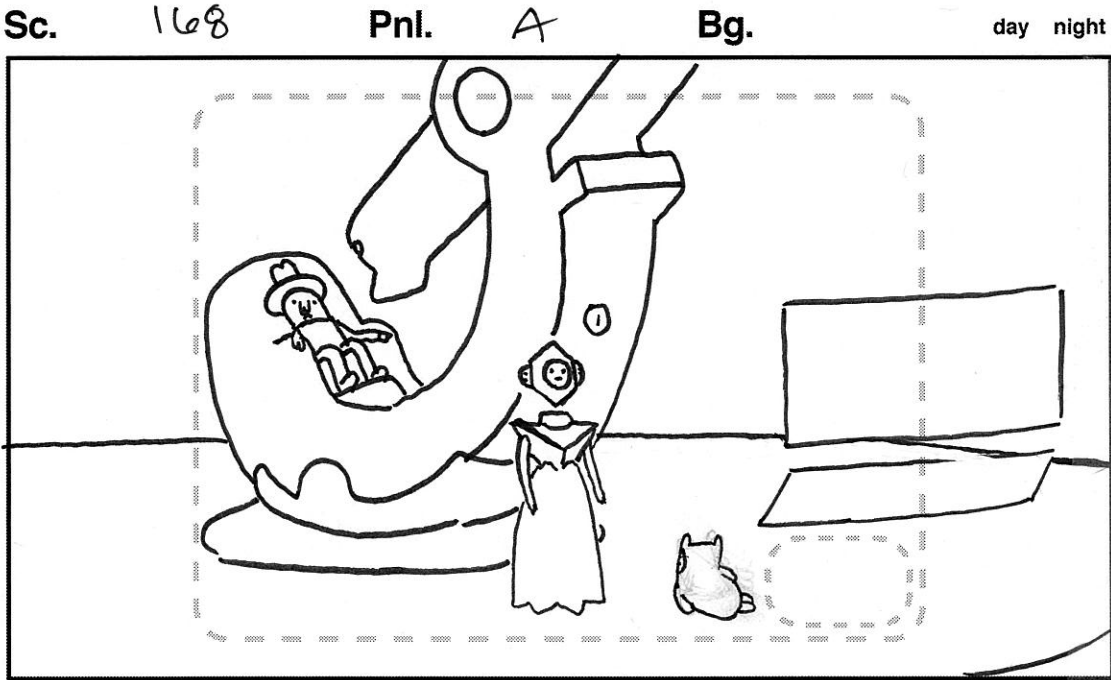


EPISODE #

1025-180

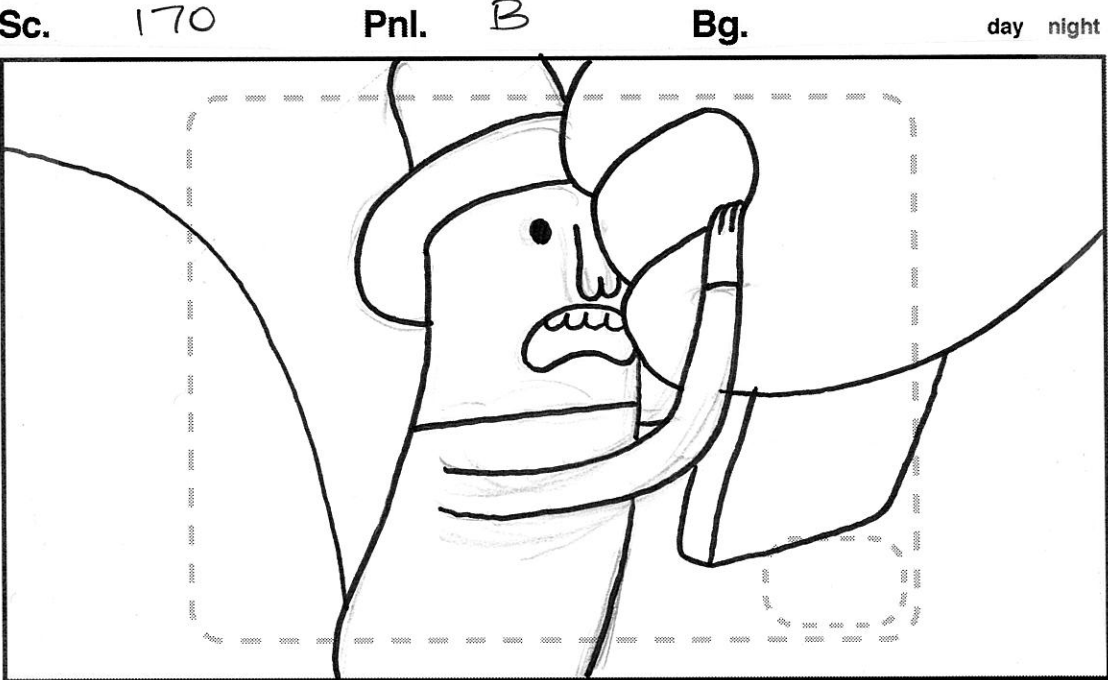
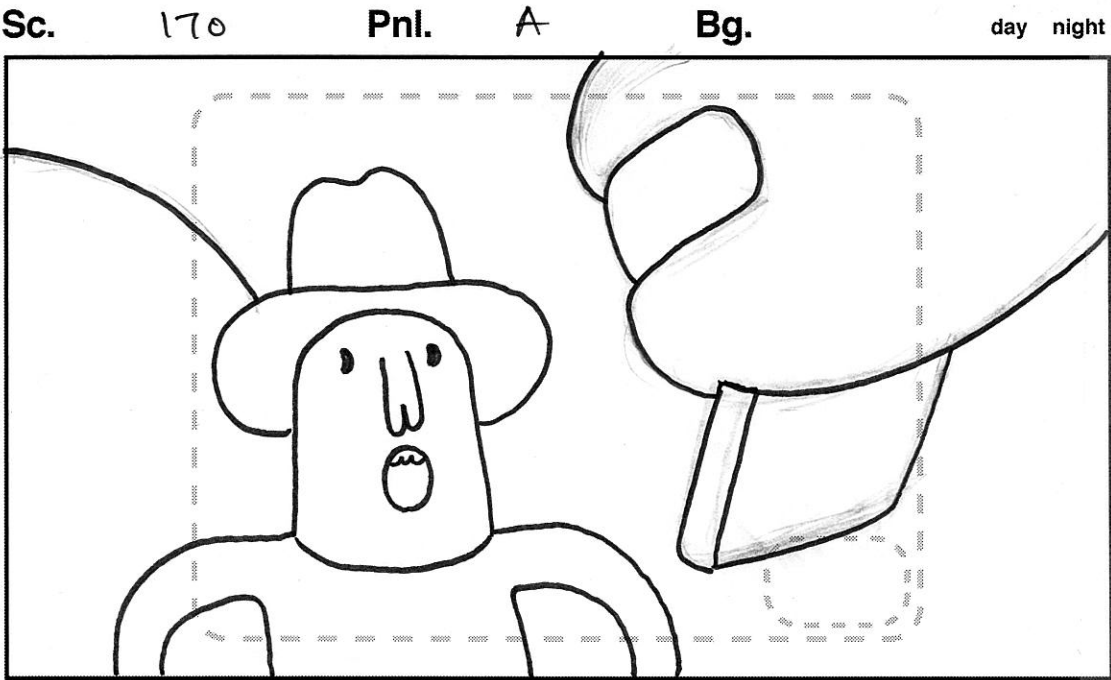
Production:

ADVENTURE TIME



Dialog:	<p>Star Man! WOAH!</p>
Action: ① (Beat)	
Timing:	

ADVENTURE TIME

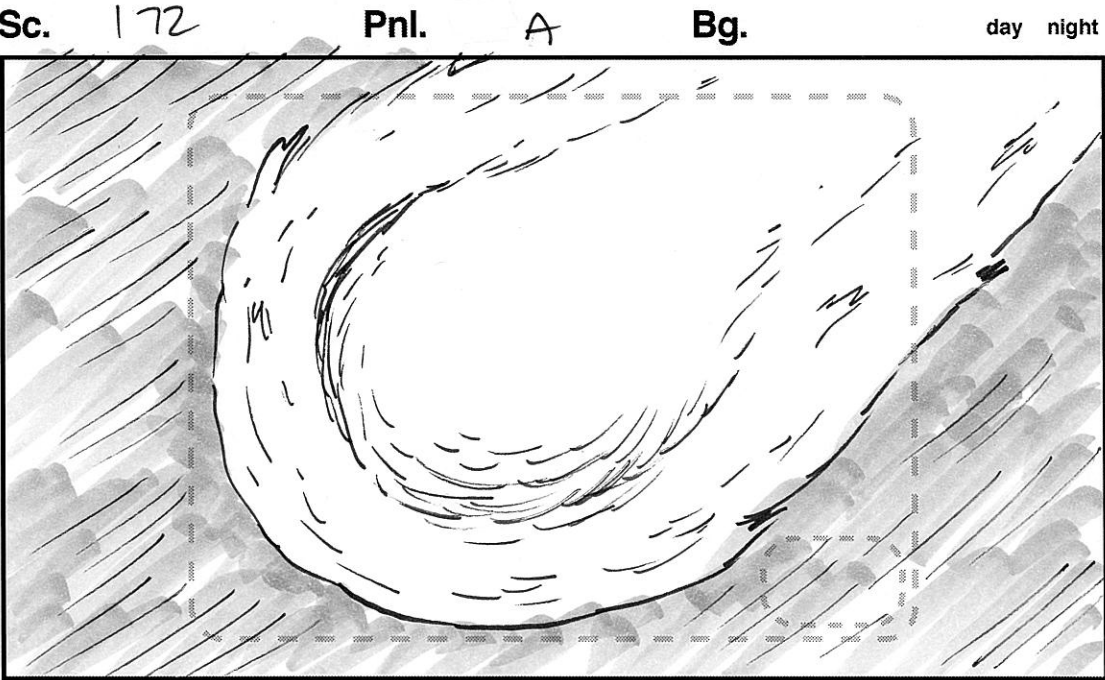
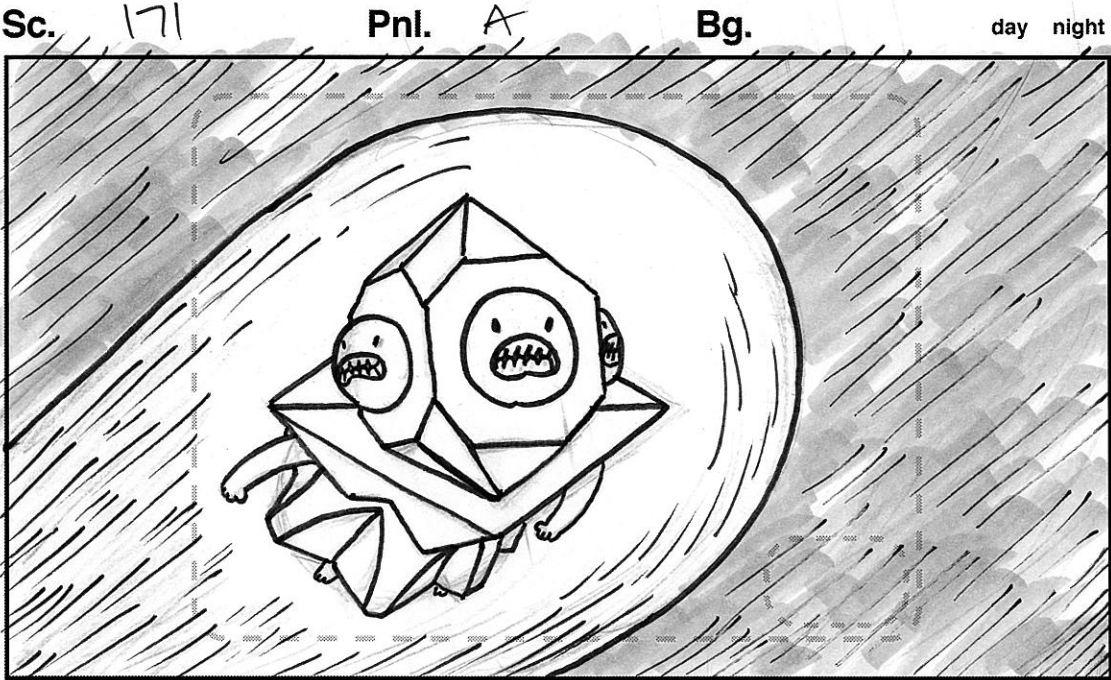


Dialog:	STAR MAN/ WHAT ARE —————→ YOU DOING?!
Action:	
Timing:	

ADVENTURE TIME



Page 216



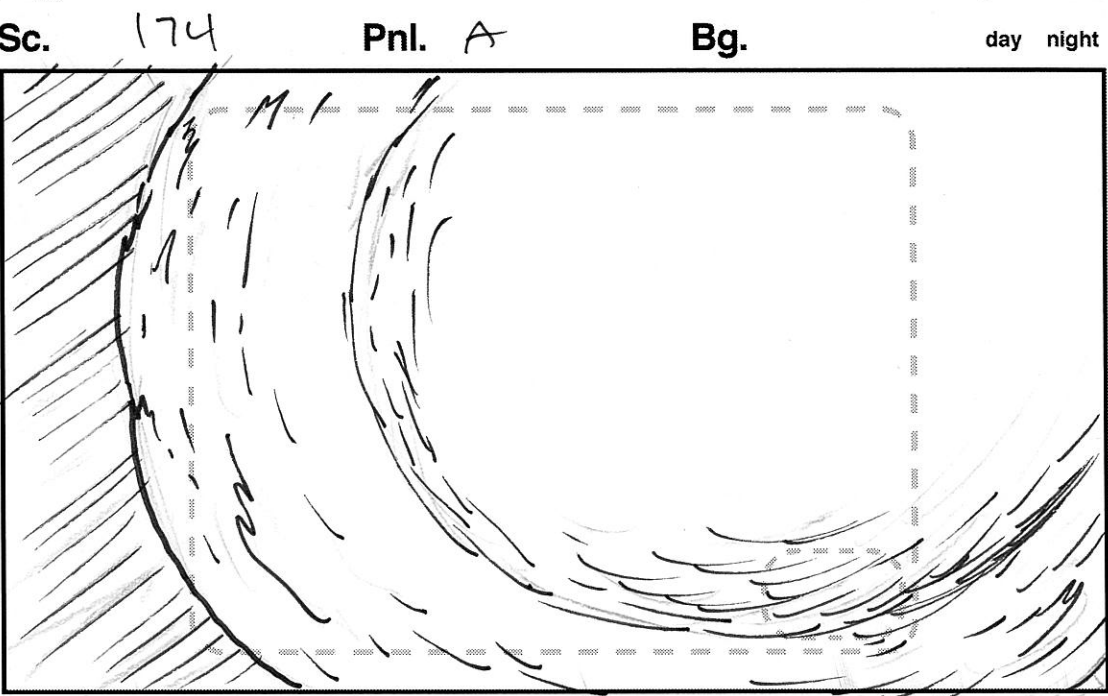
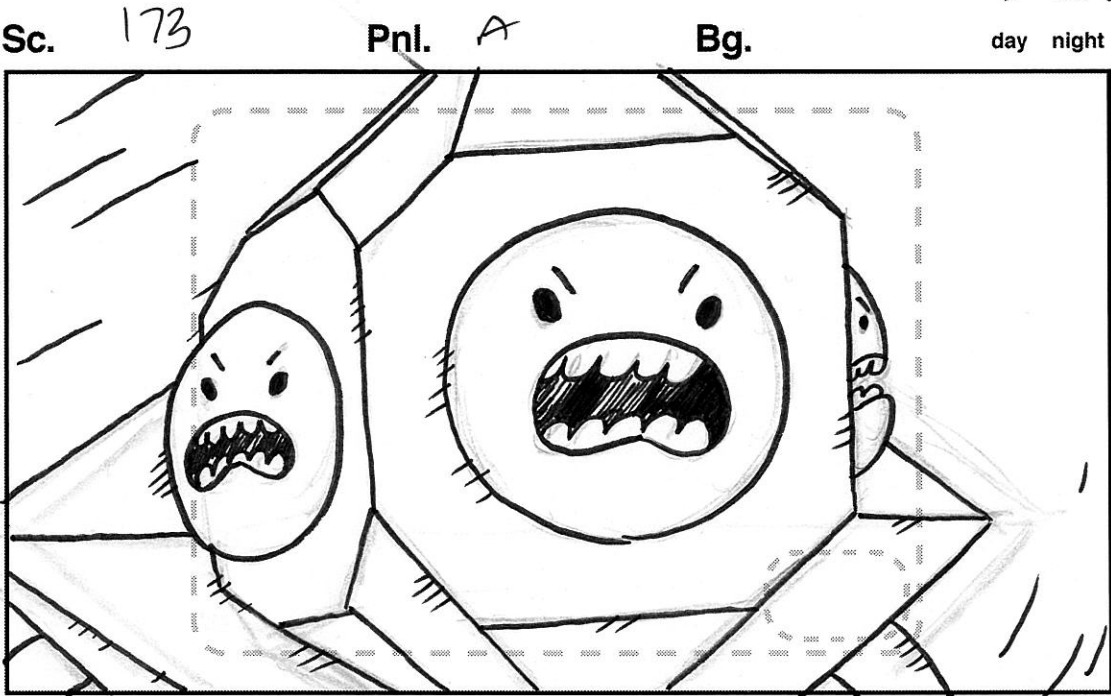
Dialog:
Action:
Timing:

Production:

EPISODE #

1025-180

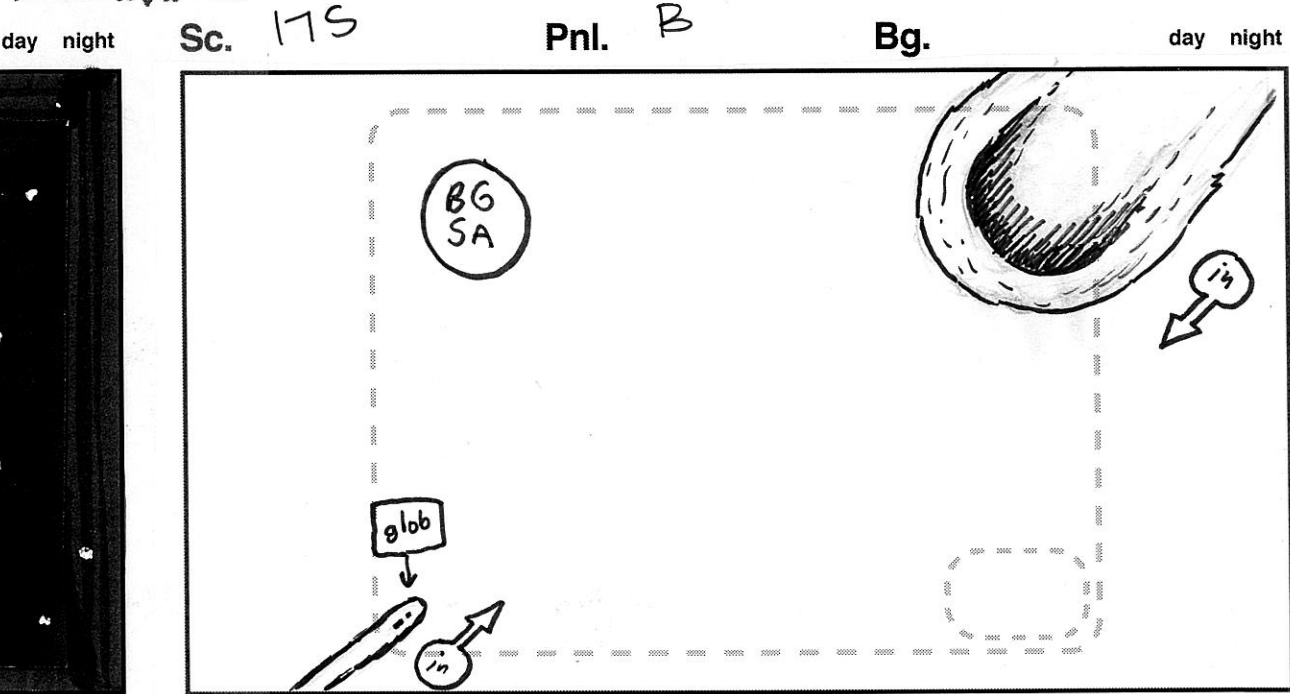
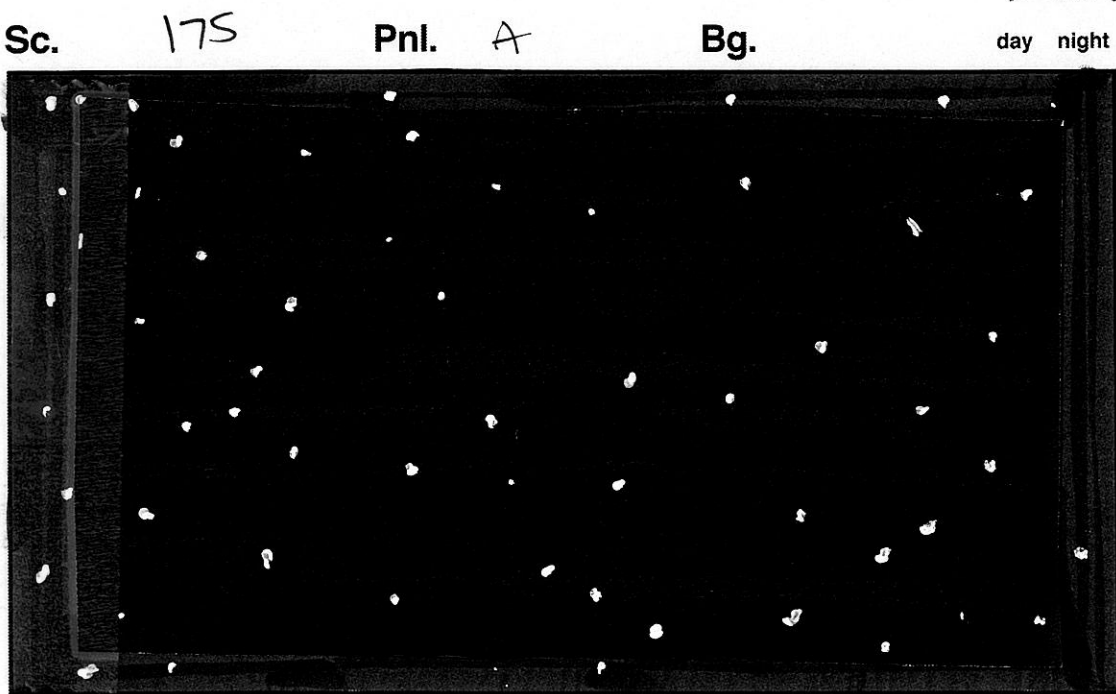
ADVENTURE TIME



Dialog:	GGGG/ AAA!
Action:	cut back and forth rapidly, cutting off Glob's voice when he's not on screen
Timing:	

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



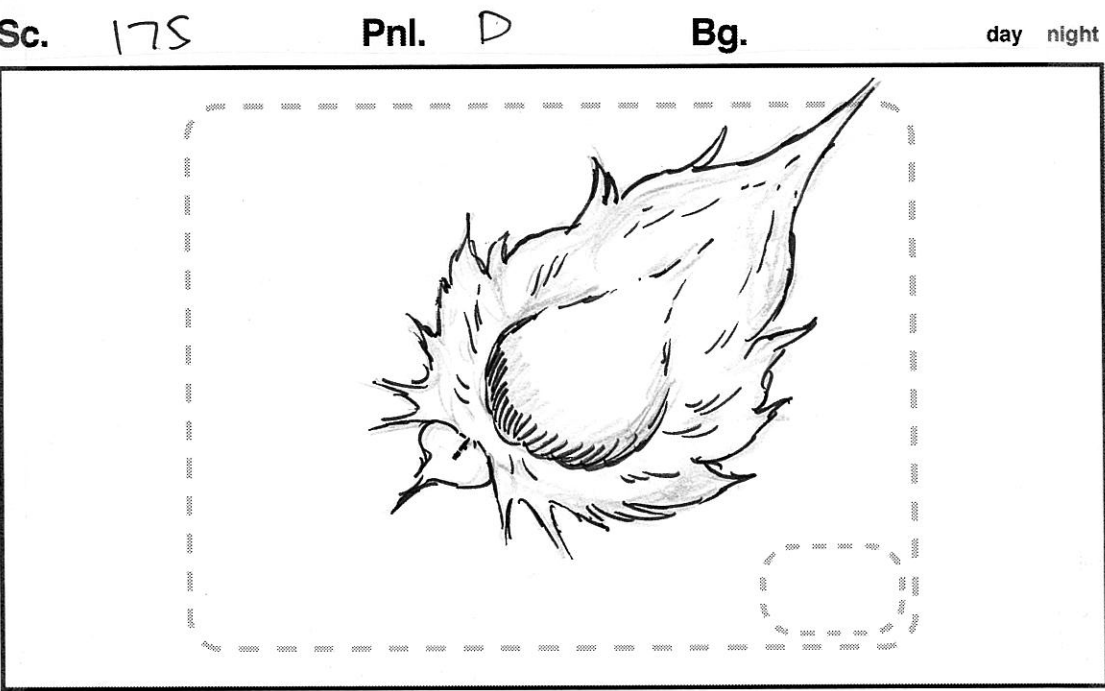
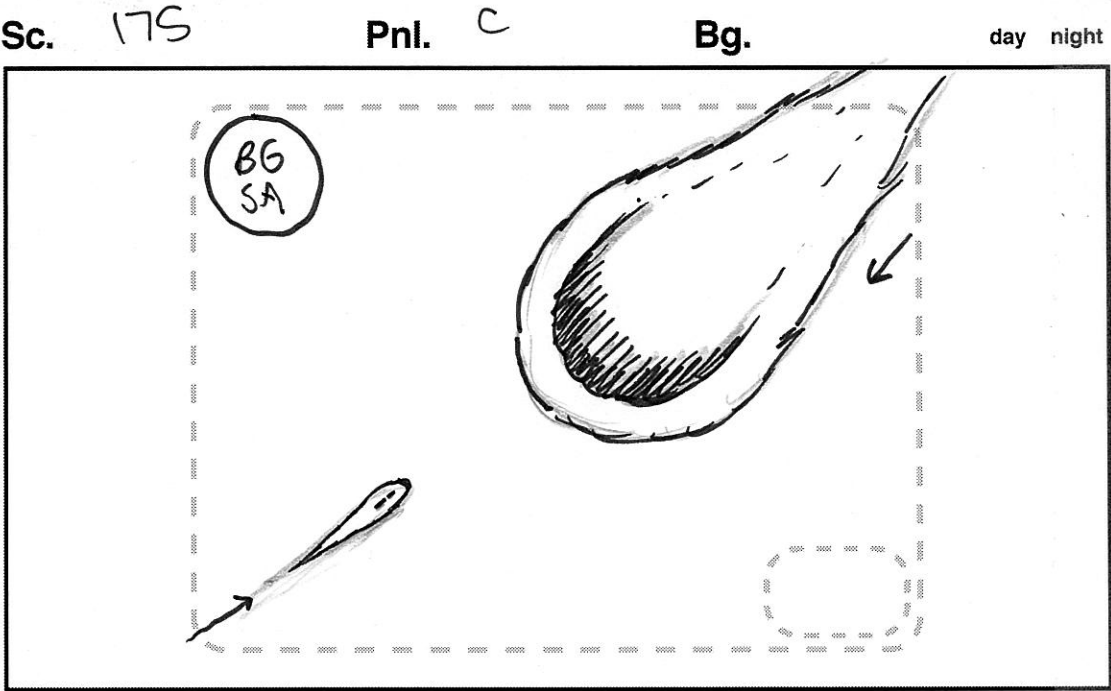
Dialog:
Action:
Timing:

EPISODE #

Production:

1025-180

ADVENTURE TIME



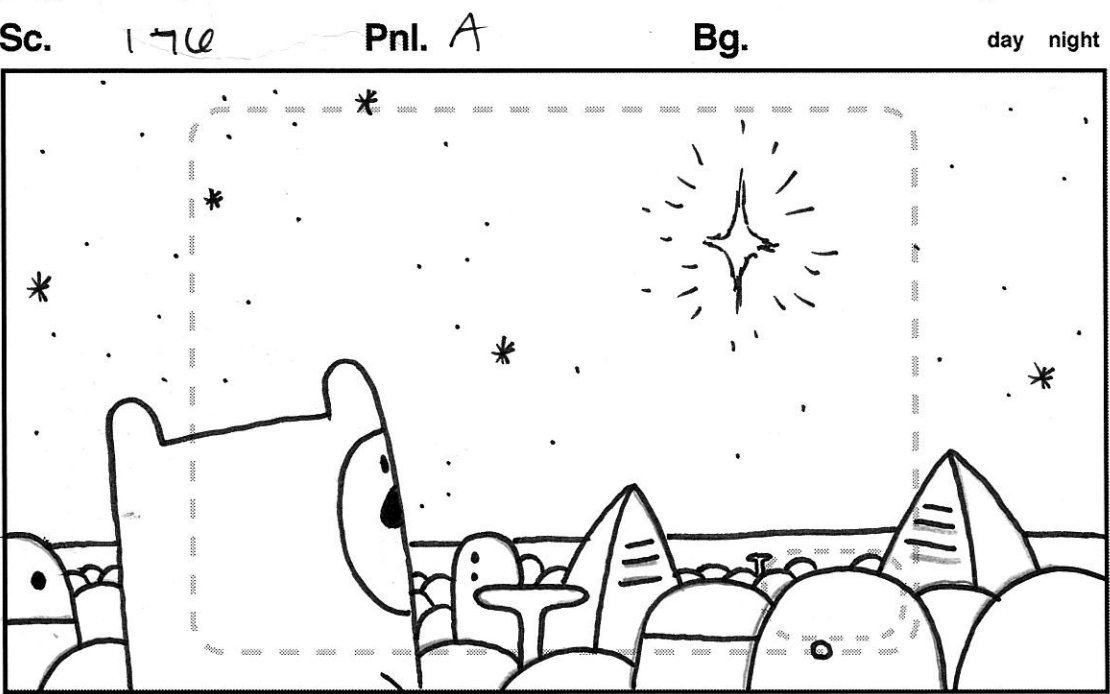
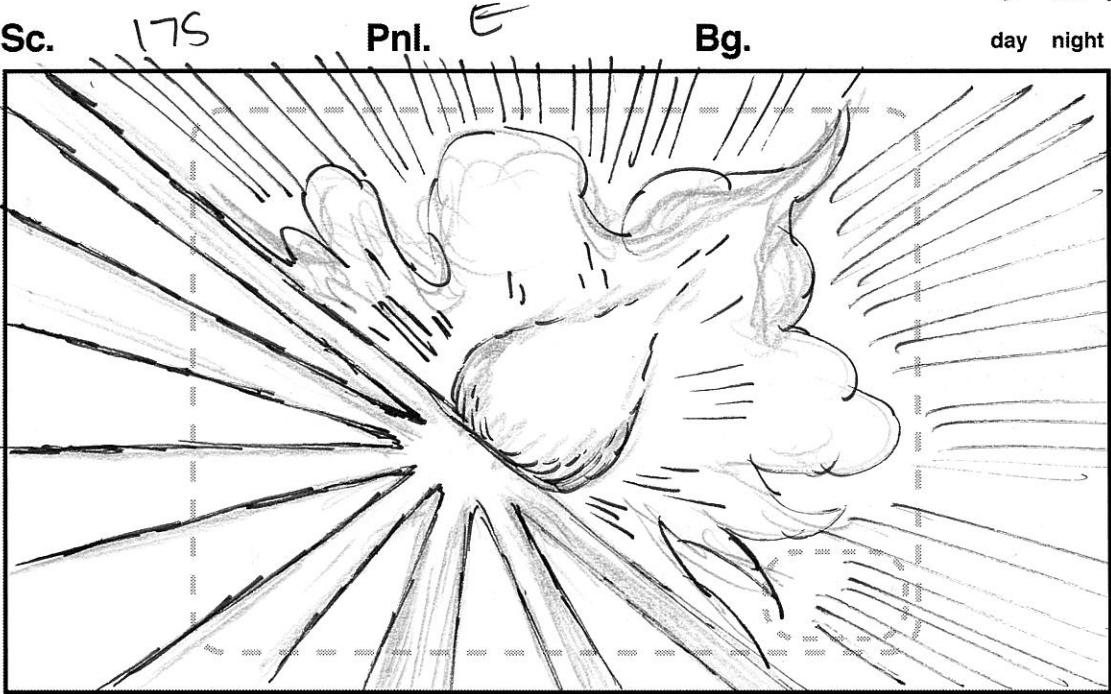
Dialog:
Action:
Timing:

EPISODE #

Production:

1025-180

ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE #

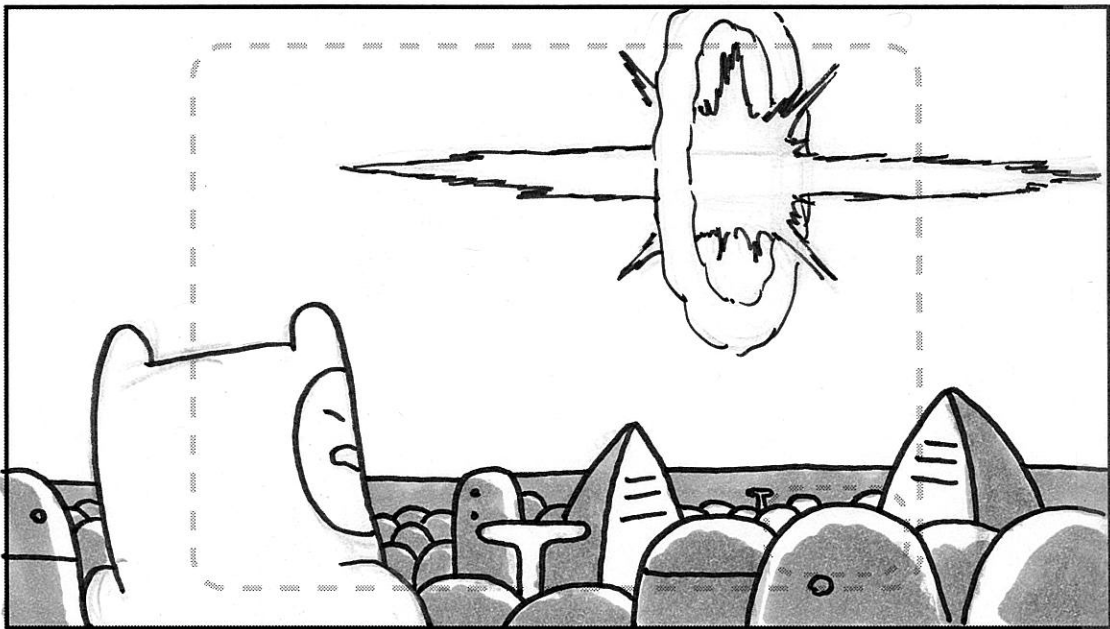
Production:

1025-180

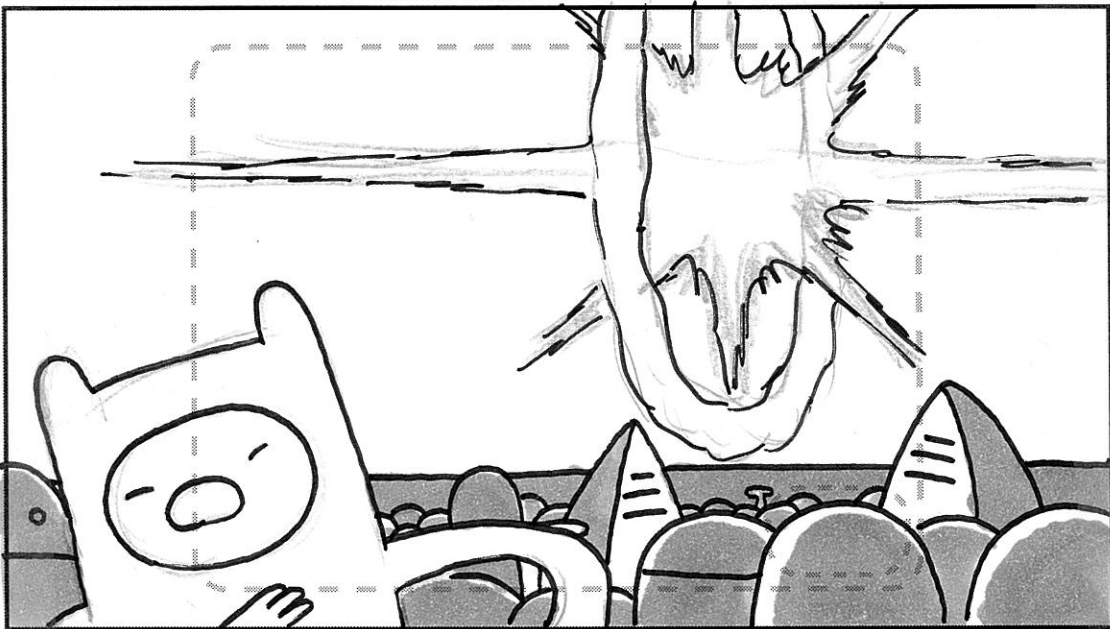
ADVENTURE TIME



Sc. 176 Pnl. B Bg. day night



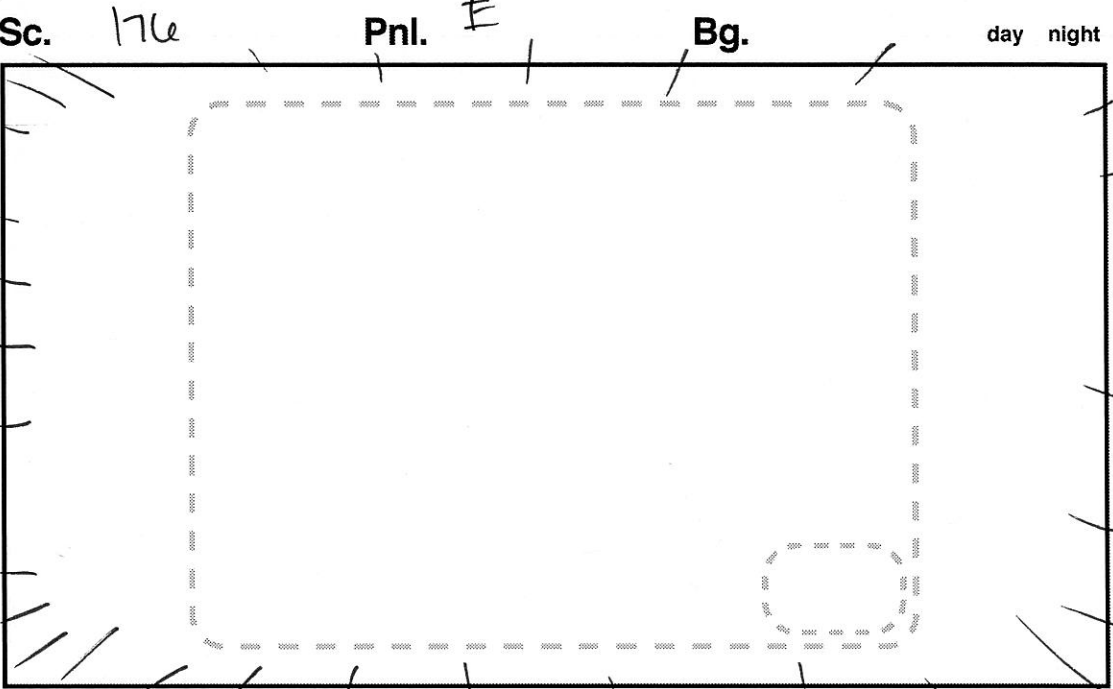
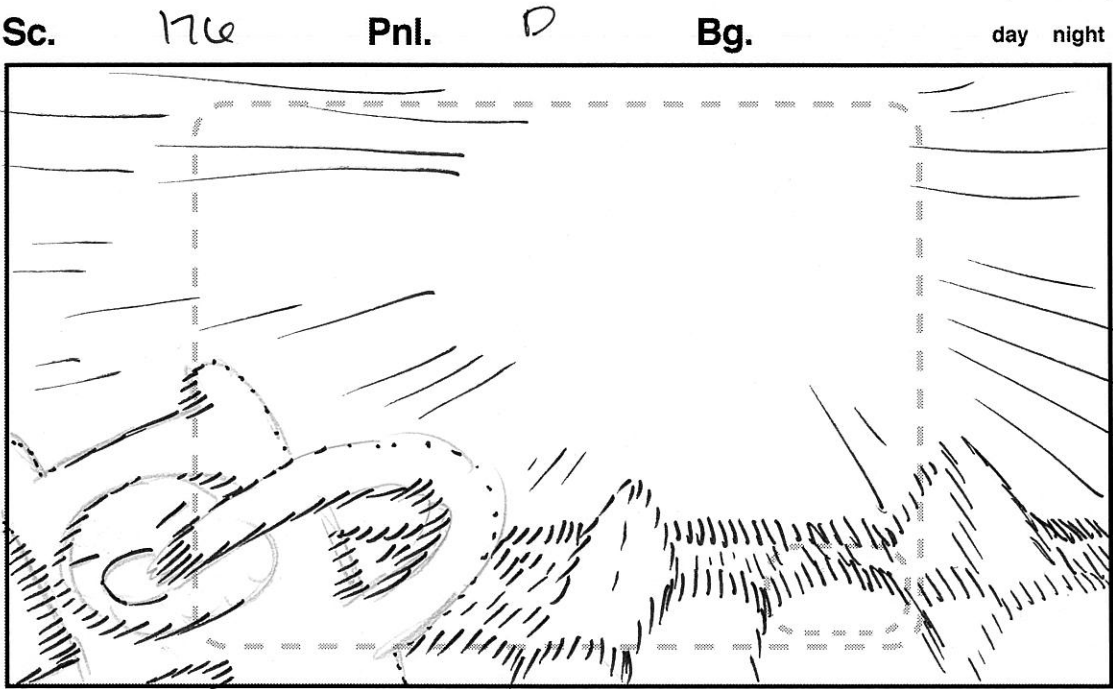
Sc. 176 Pnl. C Bg. day night



Dialog:
sfx / B A - D O O M
Action:
Timing:

EPISODE # 1025-180
Production:

ADVENTURE TIME



Dialog:	
Action:	explosion bathes the scene in light
Timing:	

EPISODE # 1025-180
Production:

ADVENTURE TIME

Sc. 177

Pnl. A



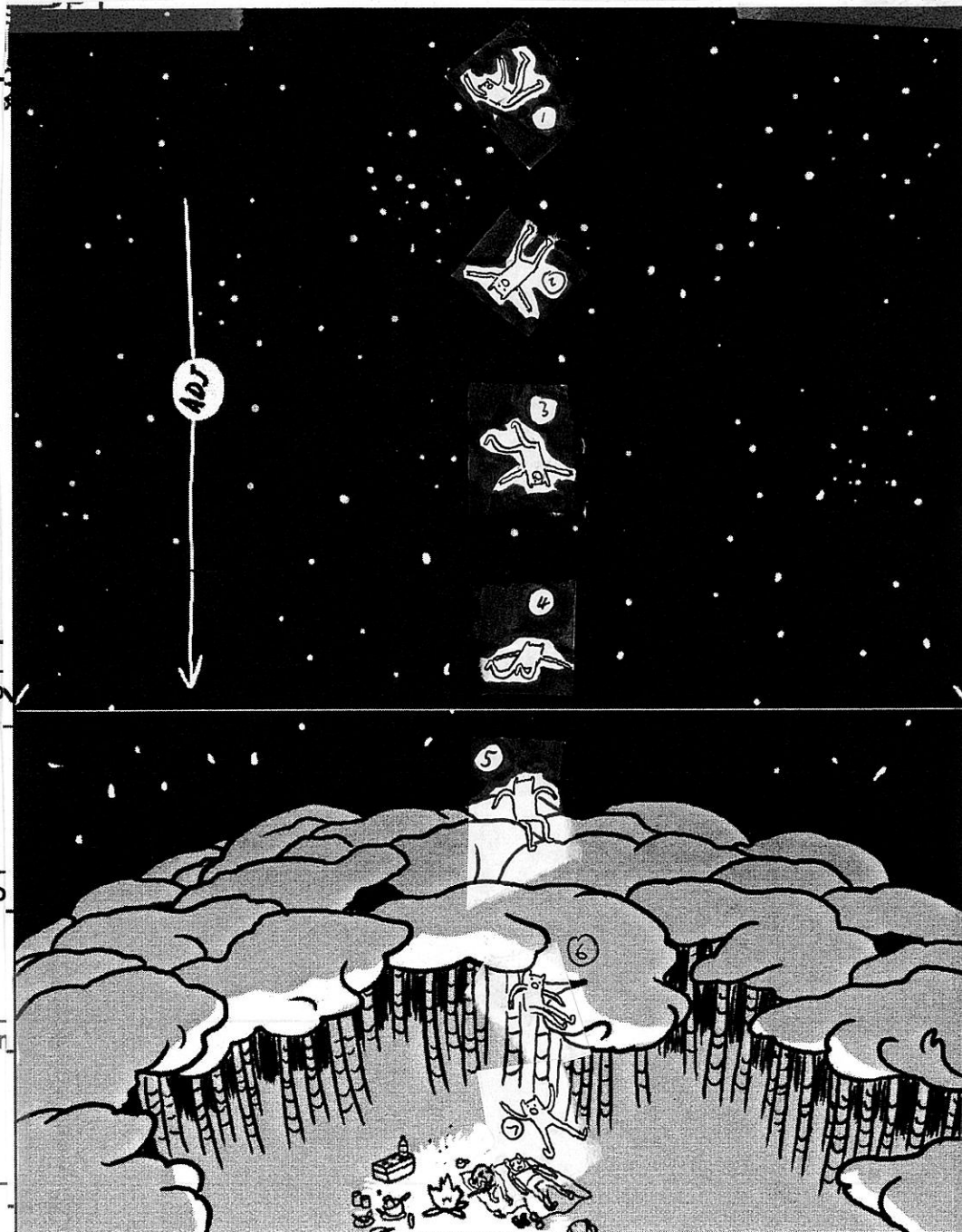
Page 223

Sc.

Dialog

Action

Timing



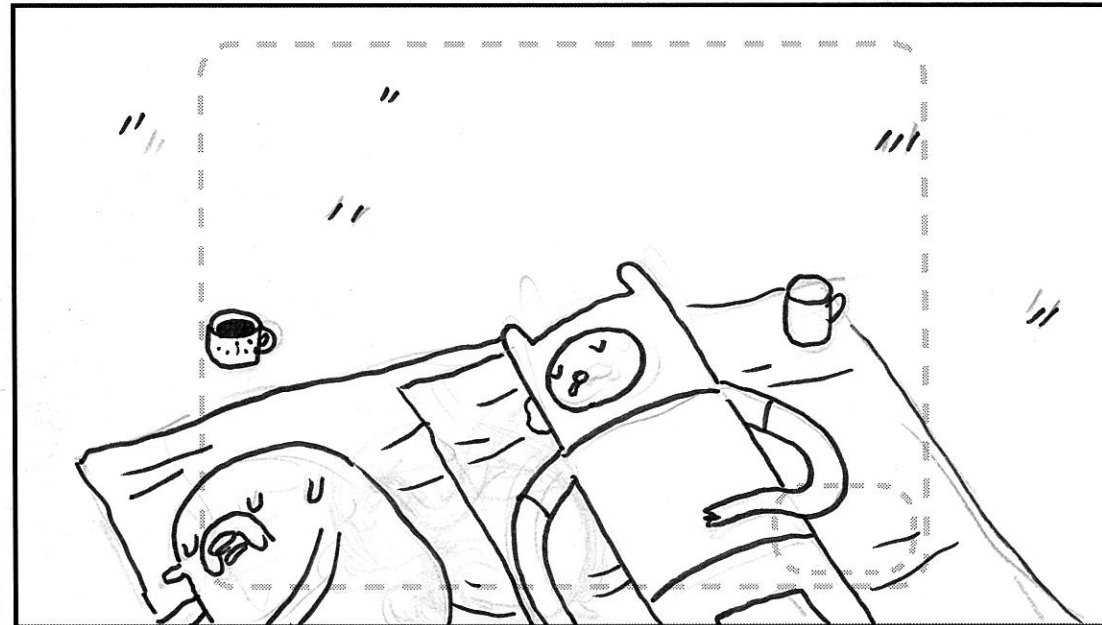
Sc.

178

Pnl. A

Bg.

day night



Finn/ AAAA!!!

← Finn's astral form falling towards his sleeping body

EPISODE #

Production:

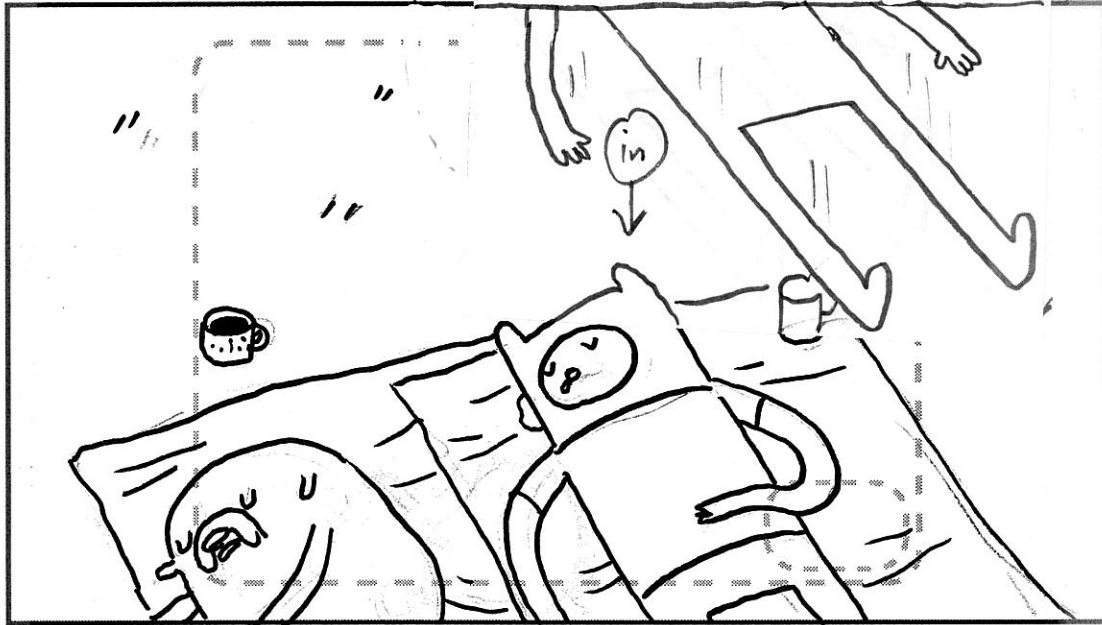
1025-180

ADVENTURE TIME

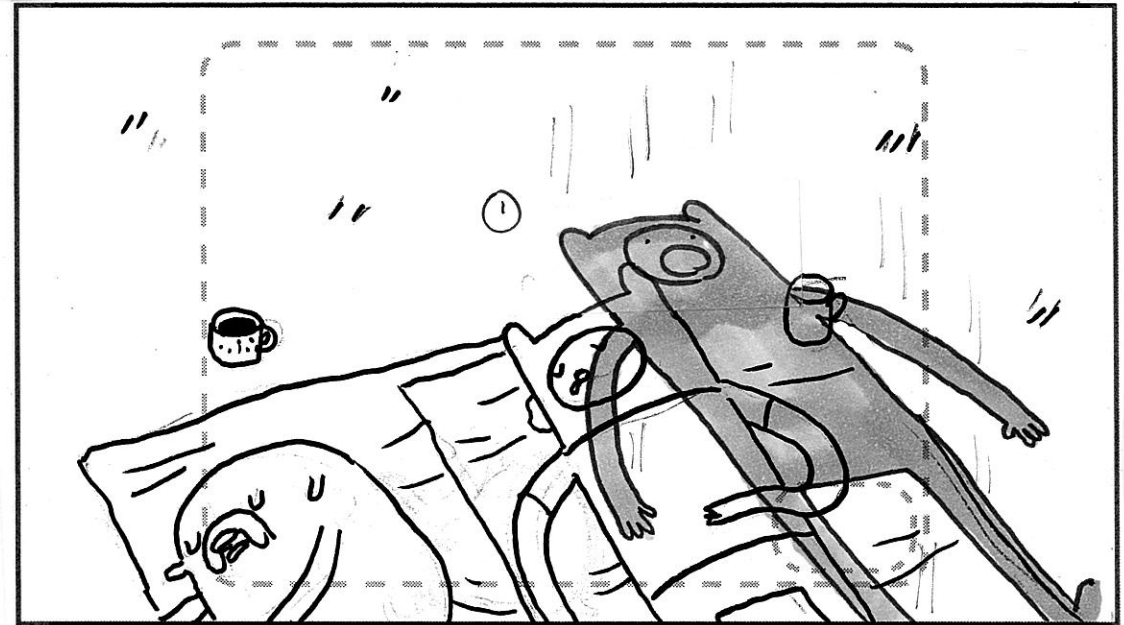


Page 224

Sc. 178 Pnl. B Bg. night



Sc. 178 Pnl. C Bg. day night



Dialog:

Finn | AAA →

Action:

(astral finnn falls into real Finn's body)

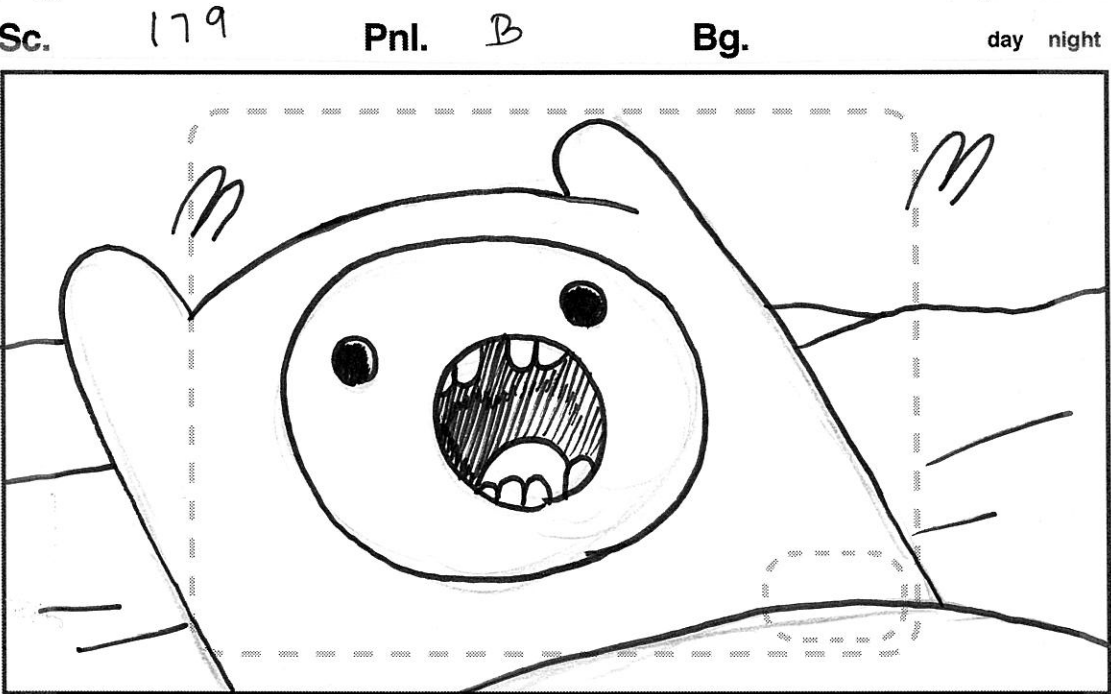
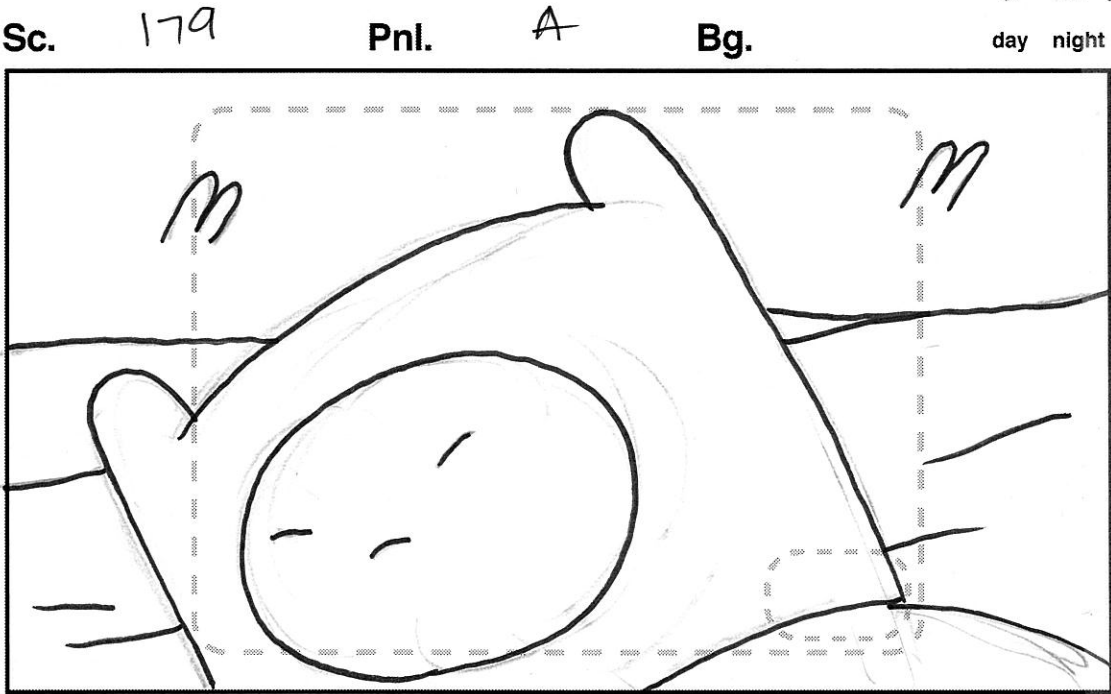
Timing:



EPISODE #

1025-180

ADVENTURE TIME



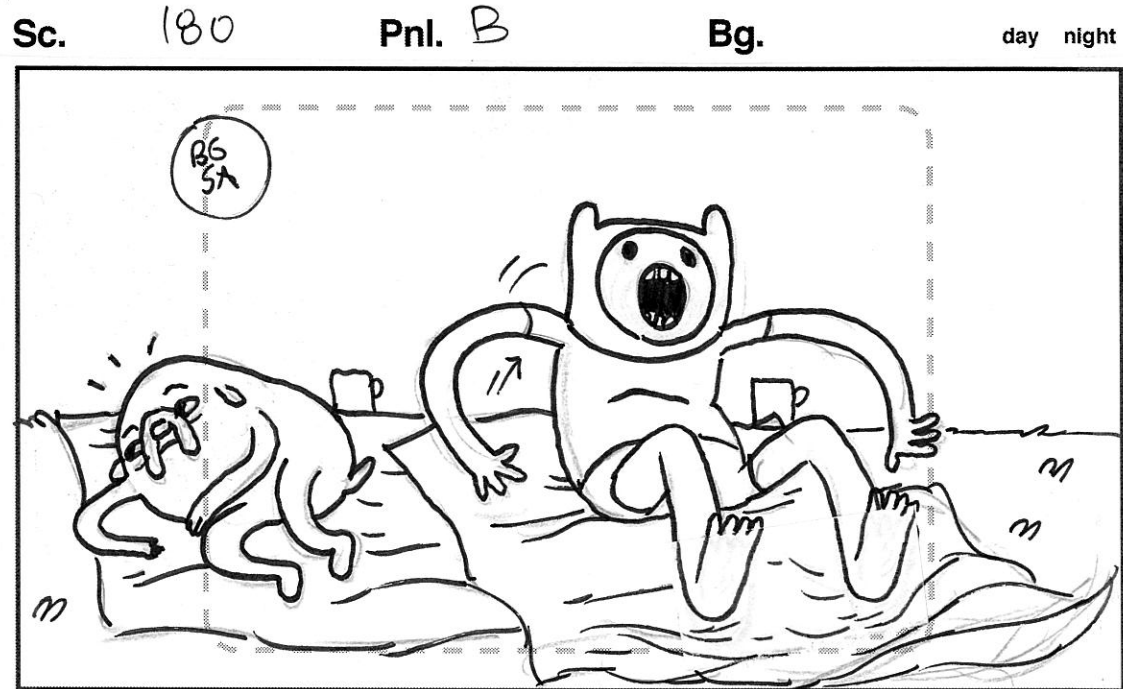
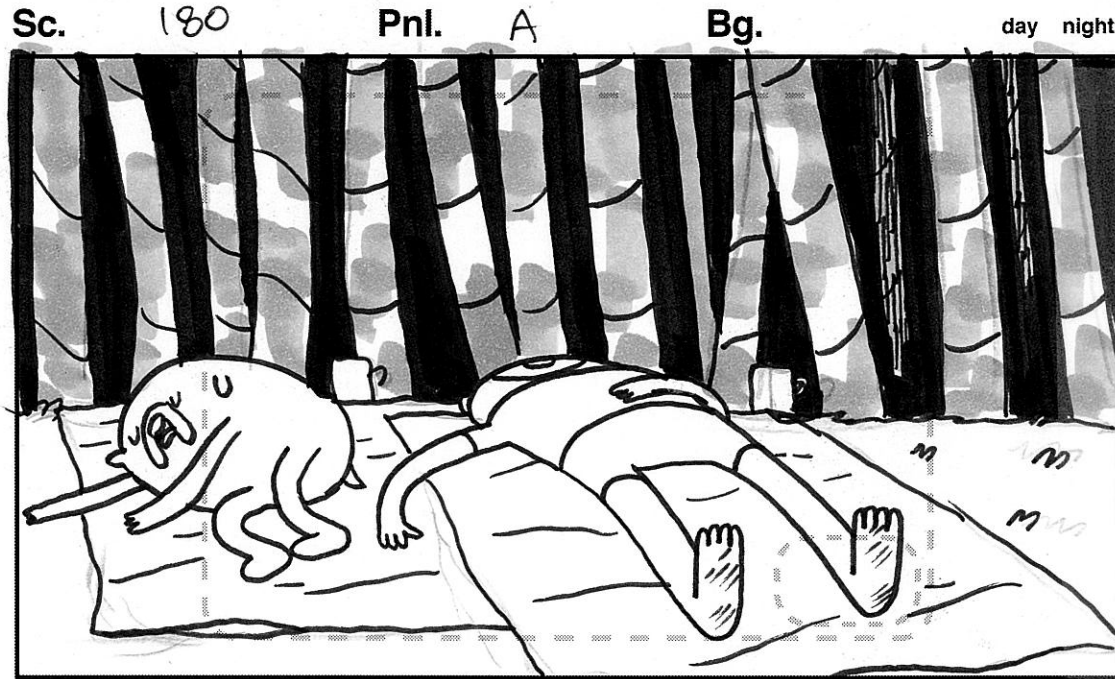
Dialog:	Finn / ≡ GASP ≡
Action:	
Timing:	

EPISODE # 1025-180
Production:

ADVENTURE TIME



Page 226



Dialog:

Finn! OH MY BLOOD!

Action:

(start pose)

Timing:

EPISODE #

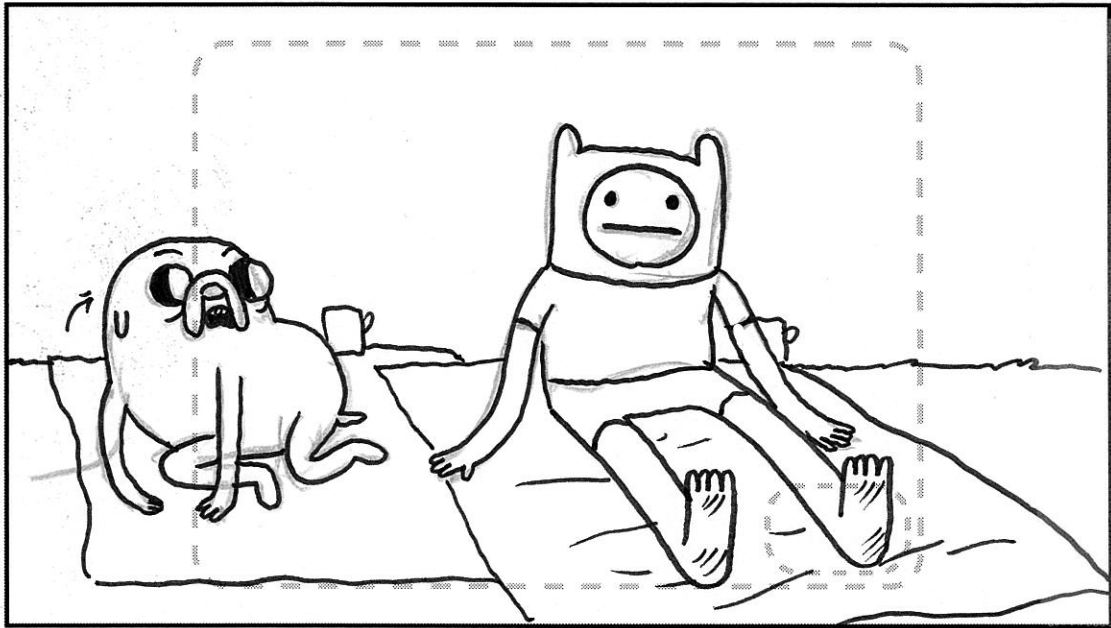
1025-180

Production:

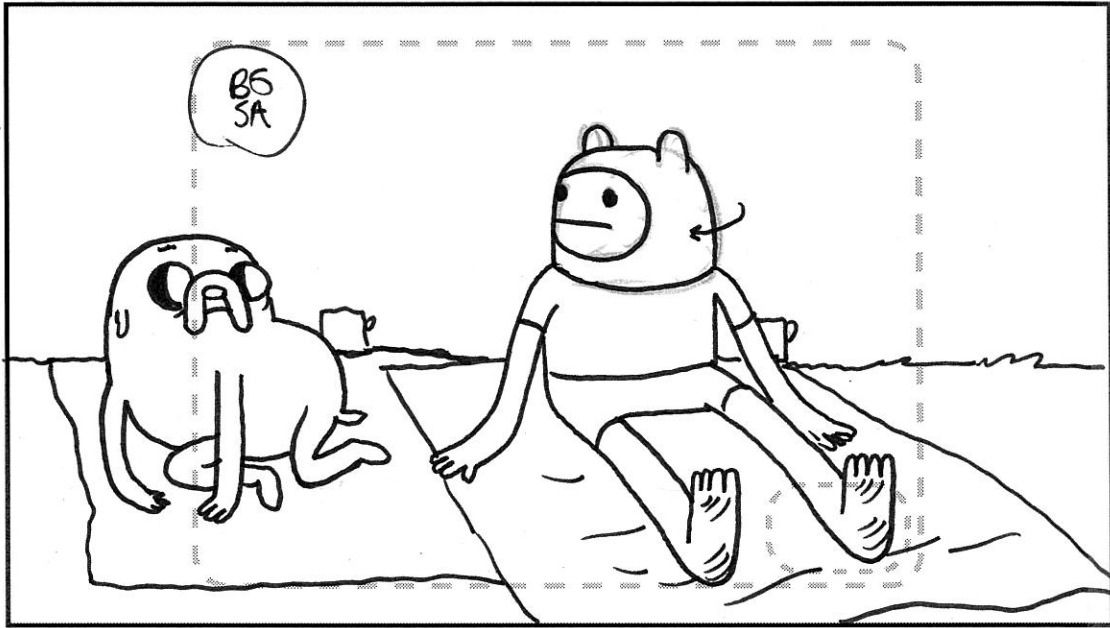
ADVENTURE TIME



Sc. 180 Pnl. C Bg. day night



Sc. 180 Pnl. D Bg. day night



Dialog:	Jake/ What is it boi?
Action:	Finn looks at Jake
Timing:	

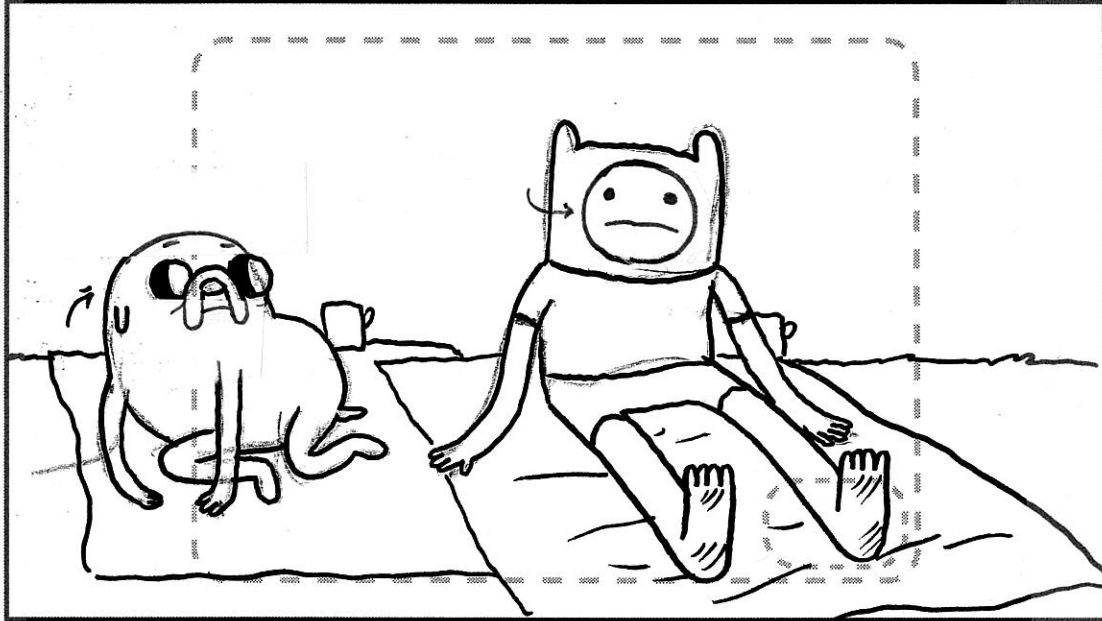
EPISODE # 1025-180
Production:

ADVENTURE TIME

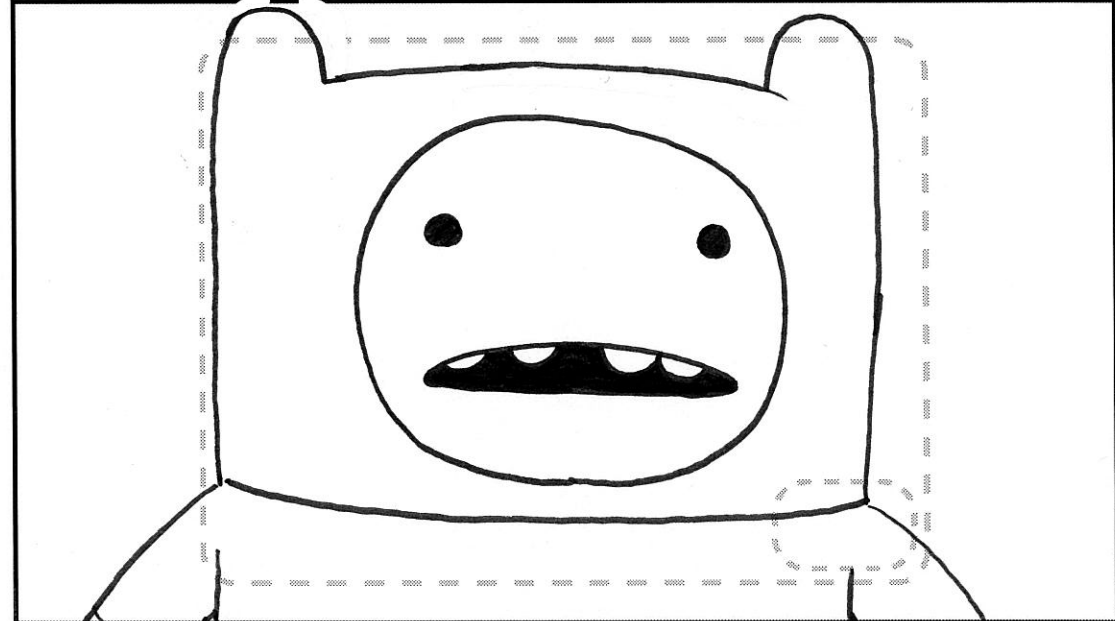


Page 228

Sc. 180 Pnl. E Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog:

Finn/ Glob is dead.

Action:

Finn faces forward again

Timing:

EPISODE #

1025-180

Production:

ADVENTURE TIME



Sc. 181

Pnl. B

Bg.

day night

Sc. 182

Pnl. A

Bg.

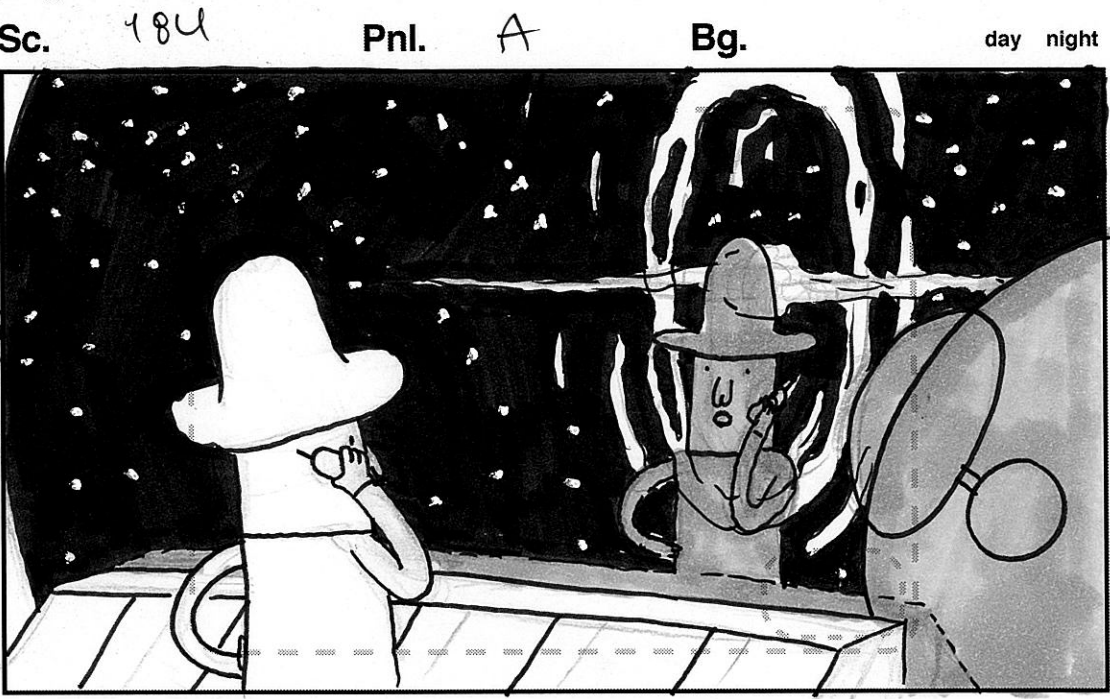
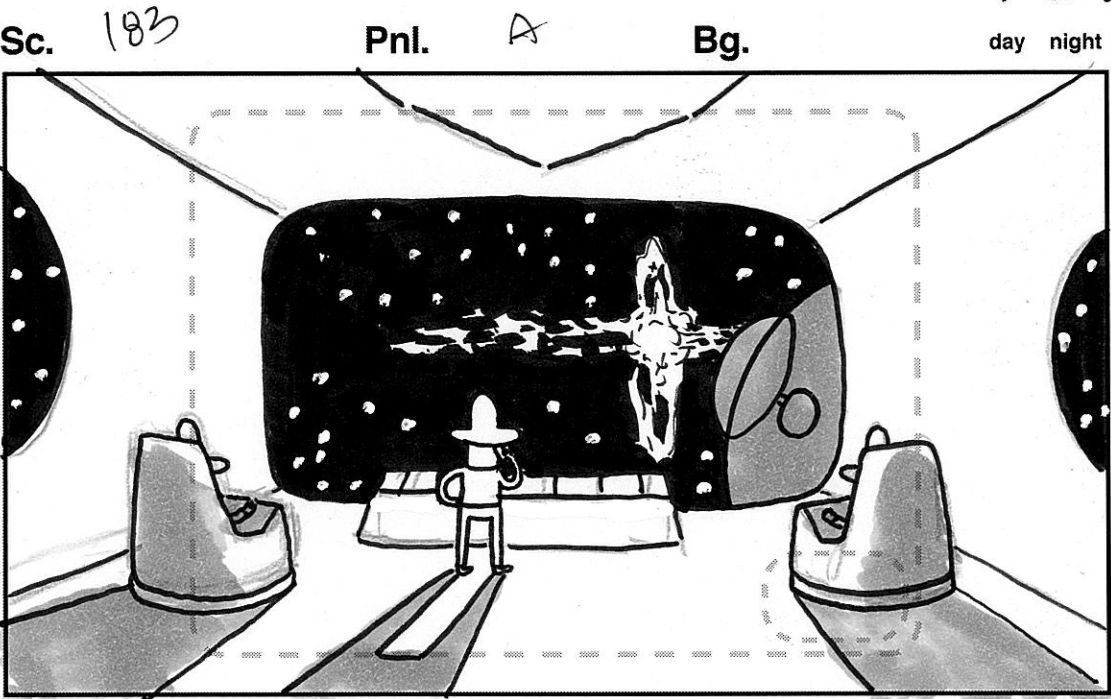
day night

Dialog:	
Action:	above Mars explosion dissipating
Timing:	

EPISODE # 1025-180

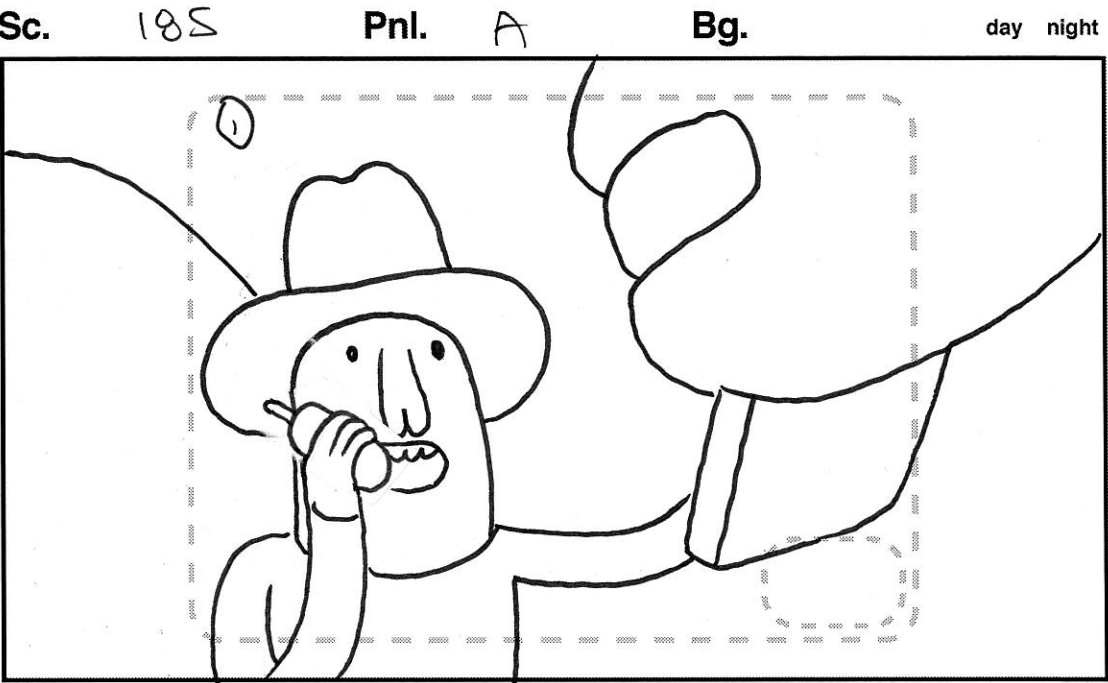
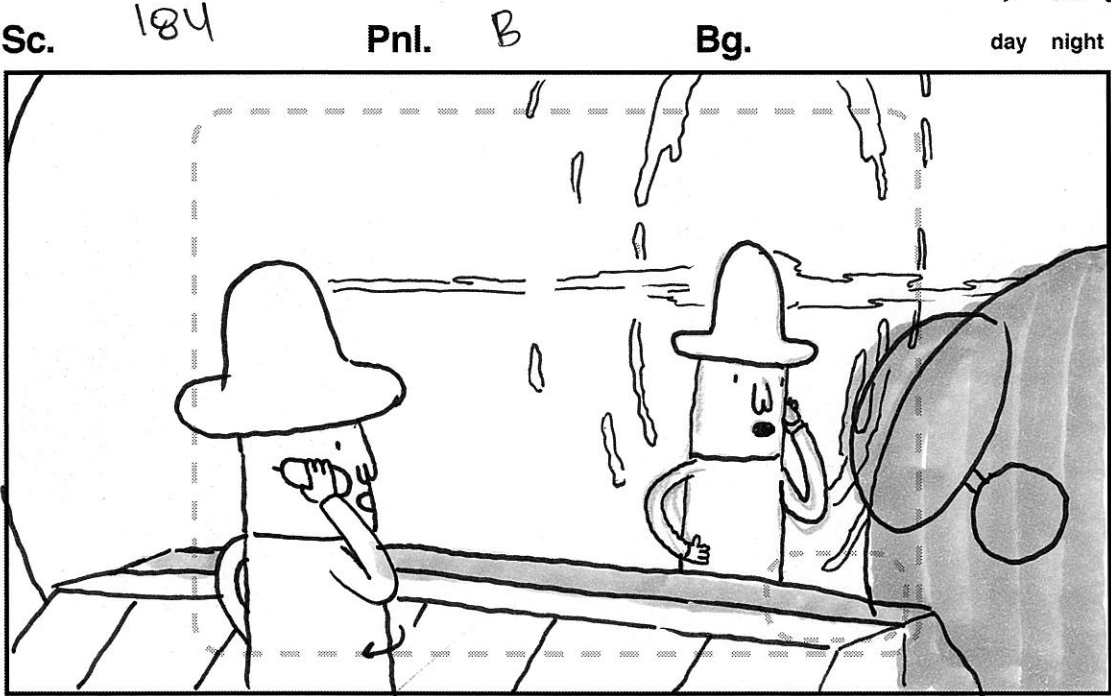
Production:

ADVENTURE TIME



Dialog:	Evacuation Man/ Hello Star Man?	Evac Man/ This is Evacuation Man. What is the sitch?
Action:		
Timing:		

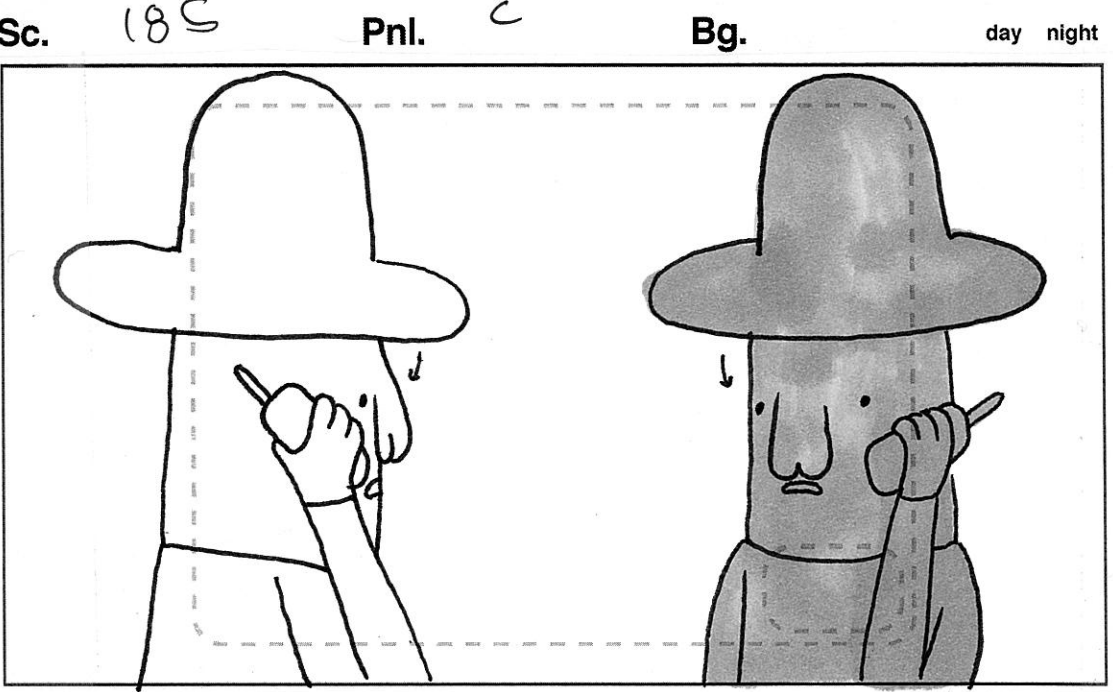
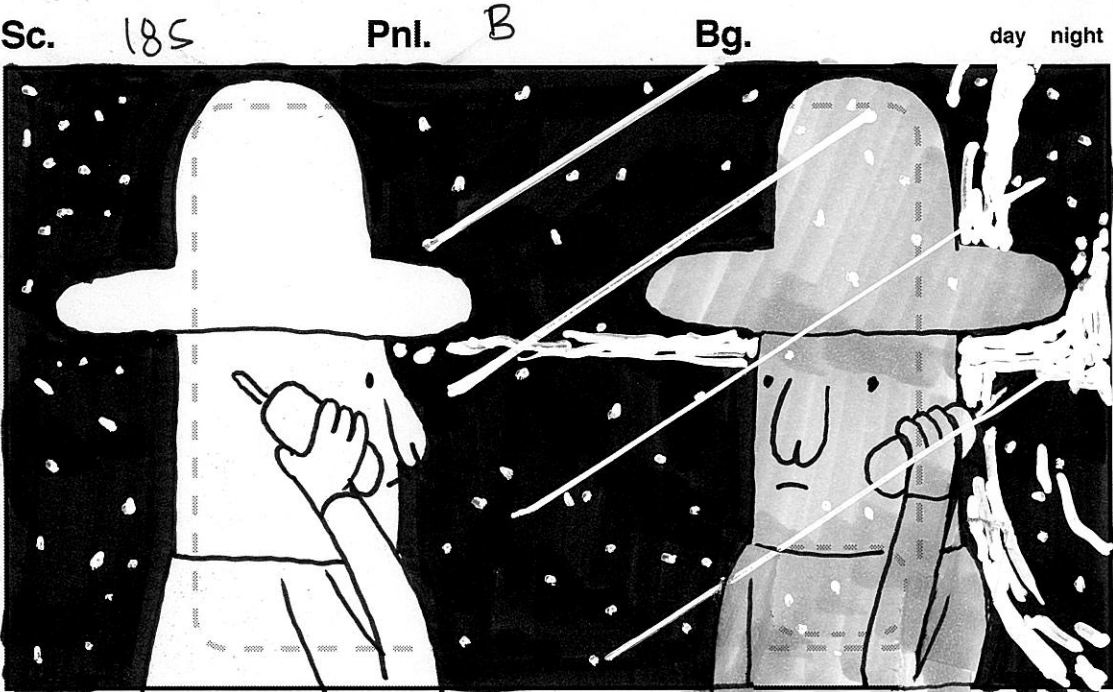
ADVENTURE TIME



Dialog:	Evacuation Man/ Can we go back yet?	Star Man/ Yes ! G o b Glob Grod Grob diverted the comet!
Action:	(explosion dissipating)	
Timing:		



ADVENTURE TIME



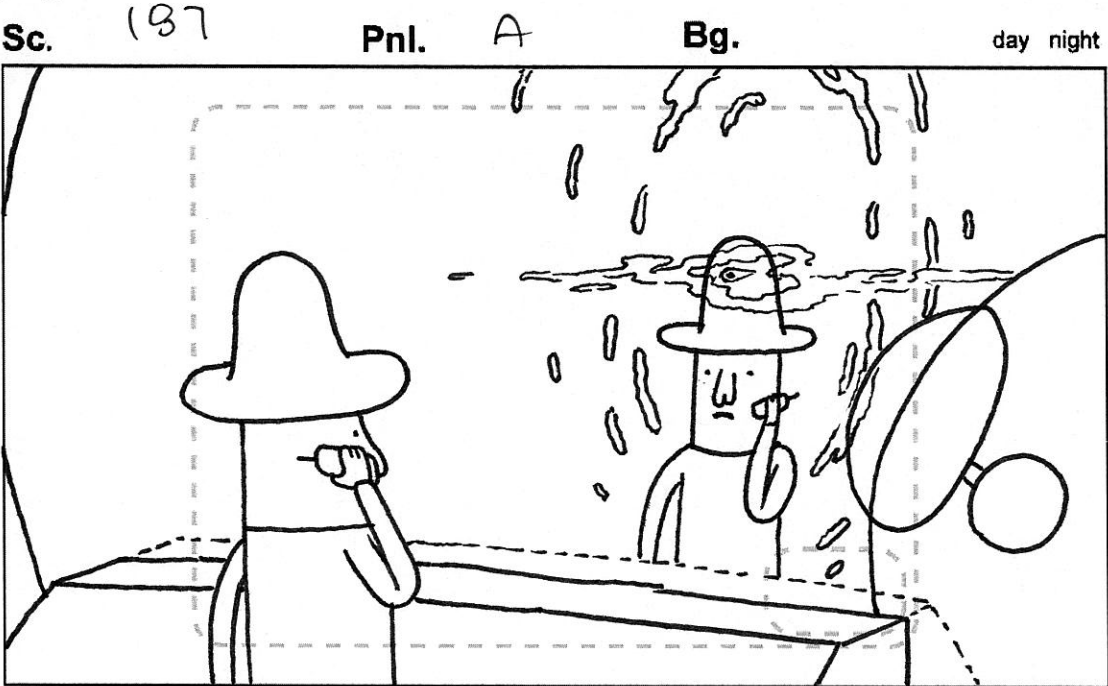
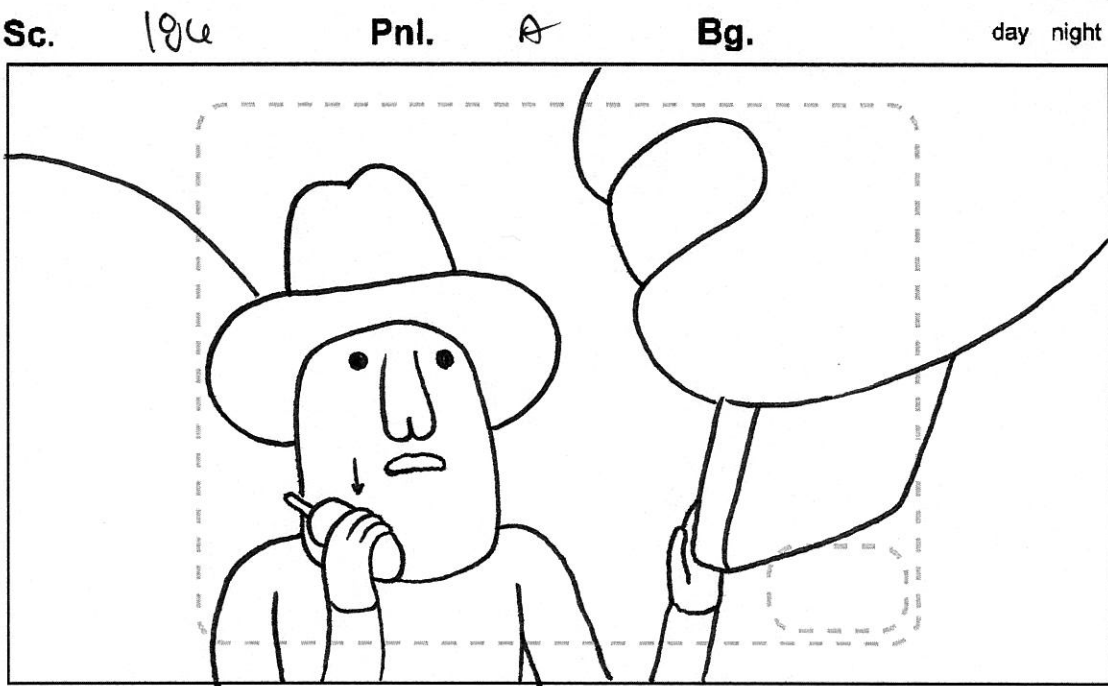
Dialog:	Star Man (OS) / It's back on it's normal path to Earth.	Evacuation Man / And what about the G-man?
Action:		
Timing:		

EPISODE # 1025-180

Production:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: Star Man/ NO sign of Glob.

Action:

Timing:

EPISODE #

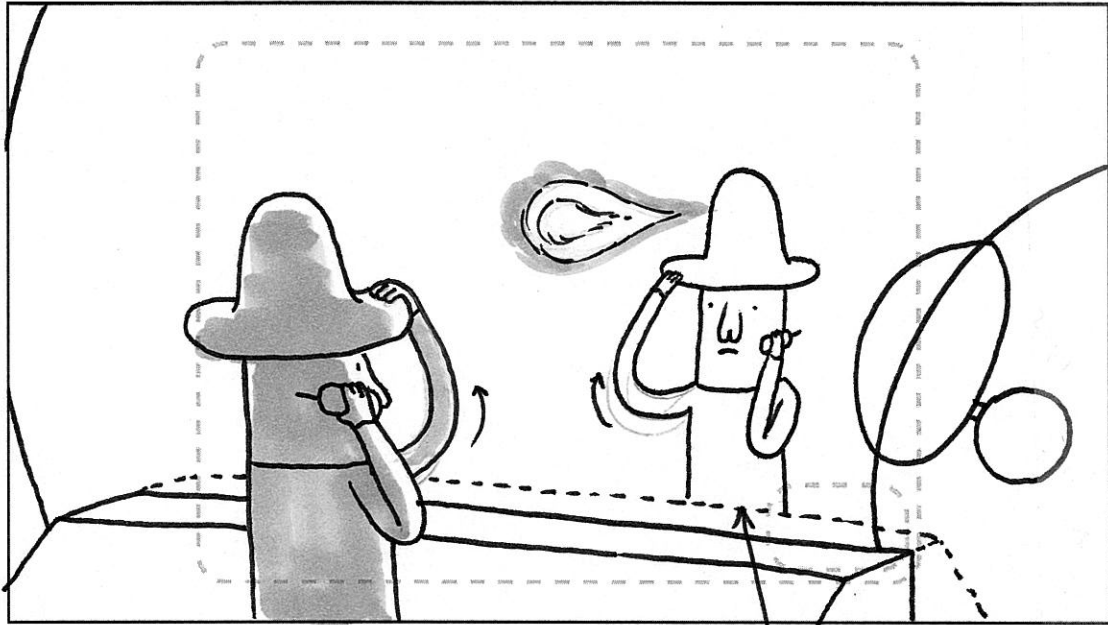
Production :

1025-180

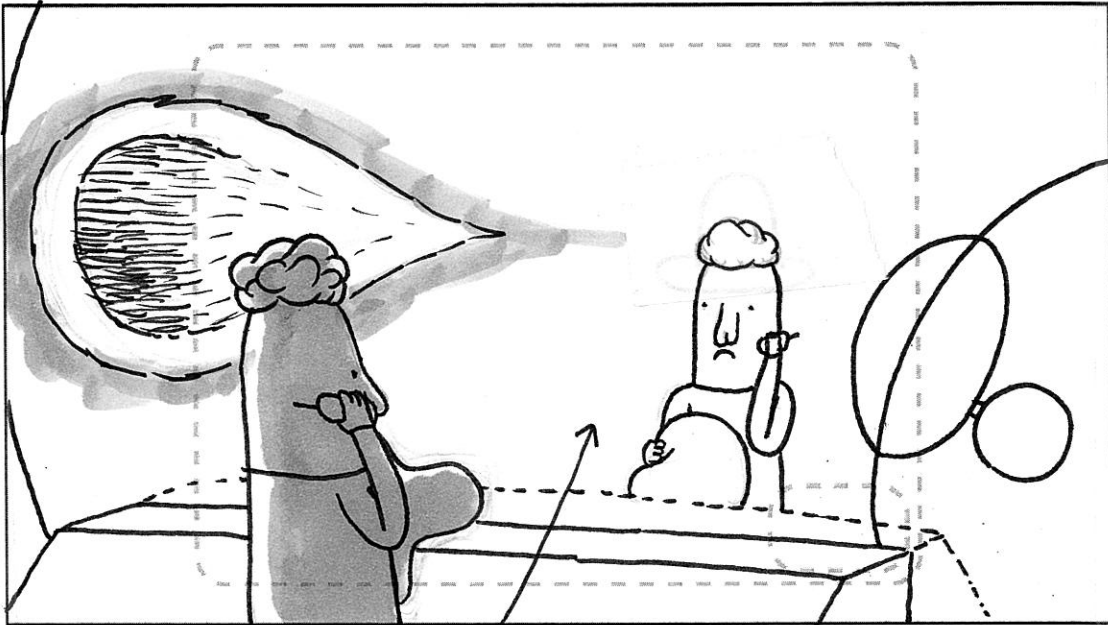
ADVENTURE TIME



Sc. 187 Pnl. B Bg. day night



Sc. 187 Pnl. C Bg. day night



Dialog:

not sure if reflection
would remain in the light of the comet?

Action:

comet roars by

Timing:

EPISODE #

Production :

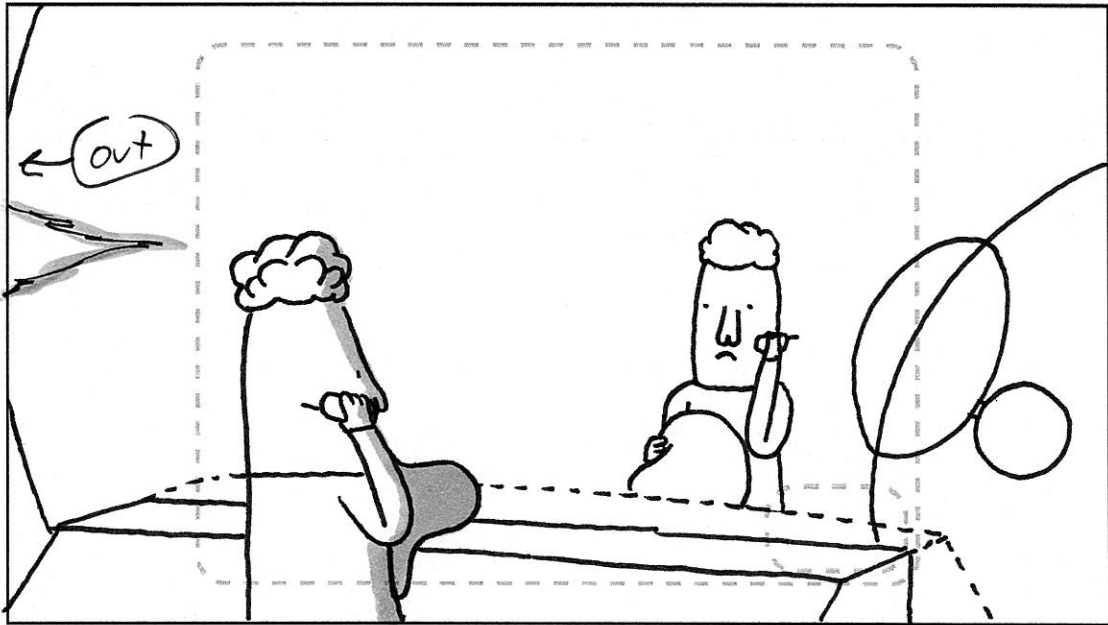
1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

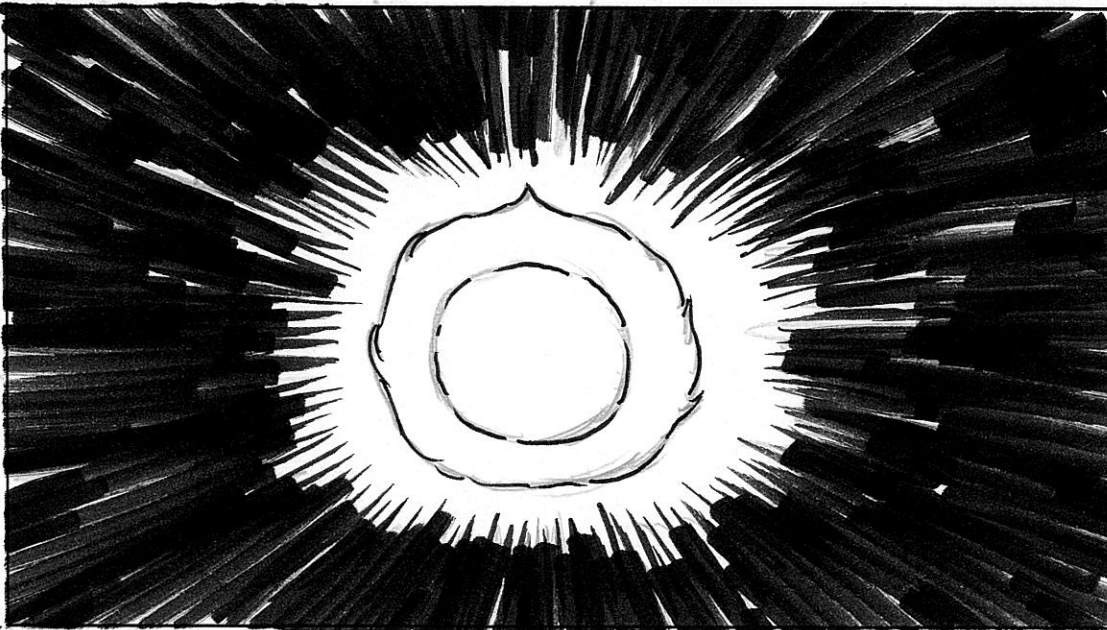
ADVENTURE TIME



Sc. 187 Pnl. D Bg. day night



Sc. 188 Pnl. A Bg. day night



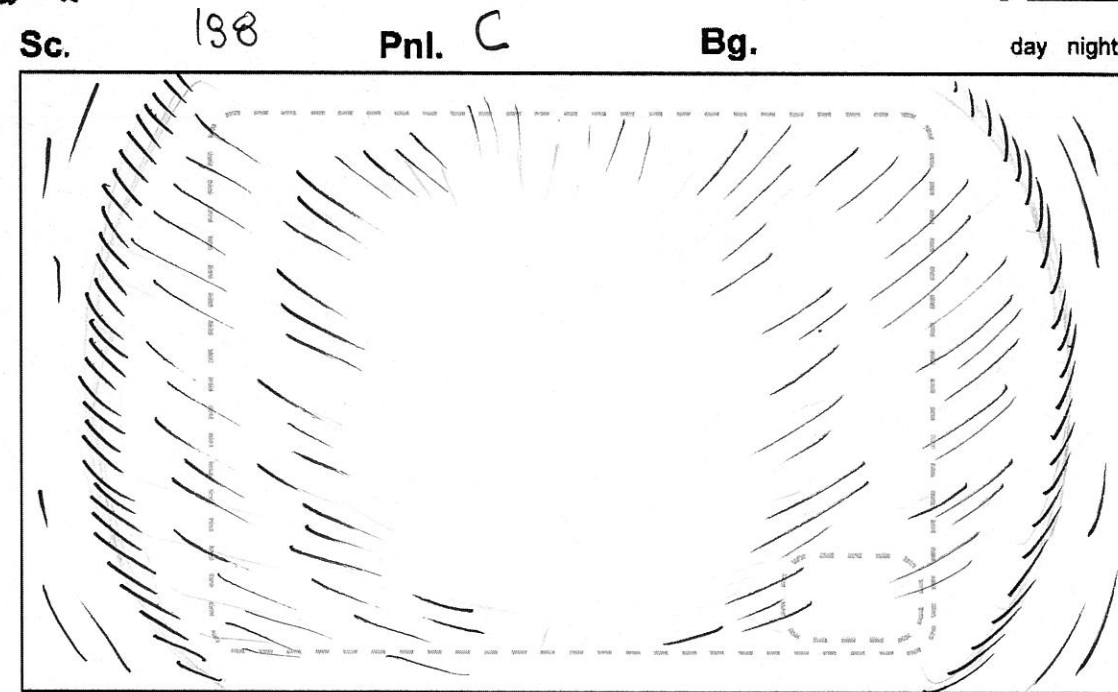
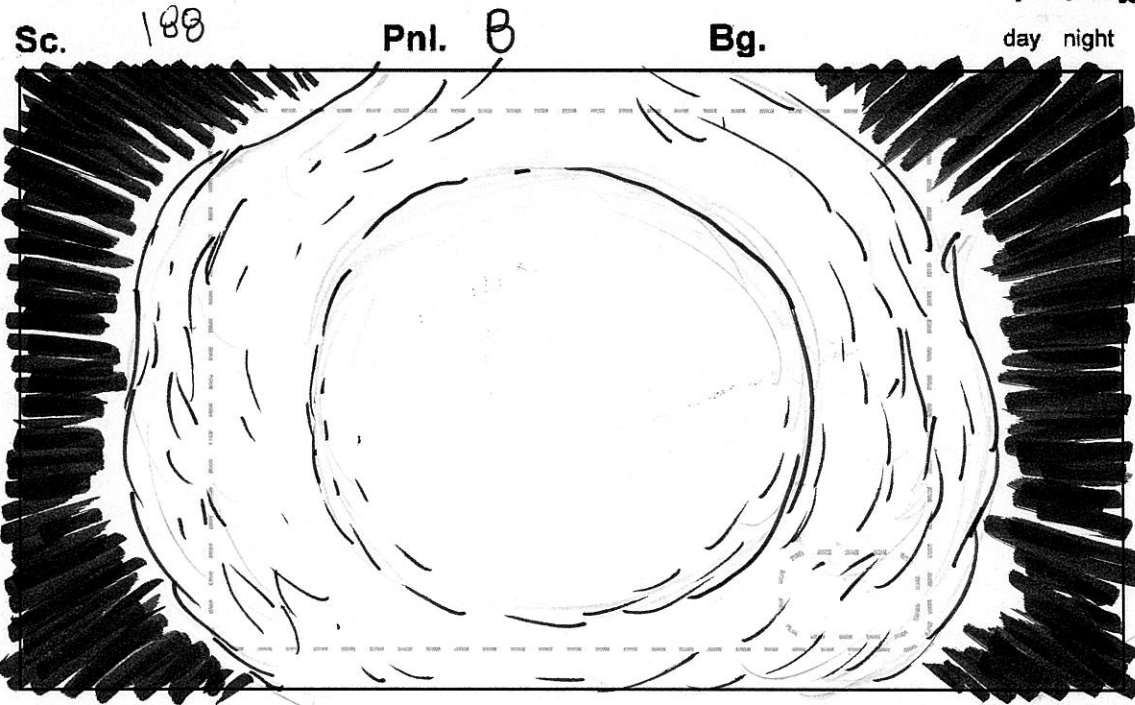
Dialog:	
Action:	comet flies at camera
Timing:	

Production :
EPISODE #
1025-180

ADVENTURE TIME



Page 236



Dialog:

Action:

go into the "ball" of the comet
a shape inside emerges

Timing:

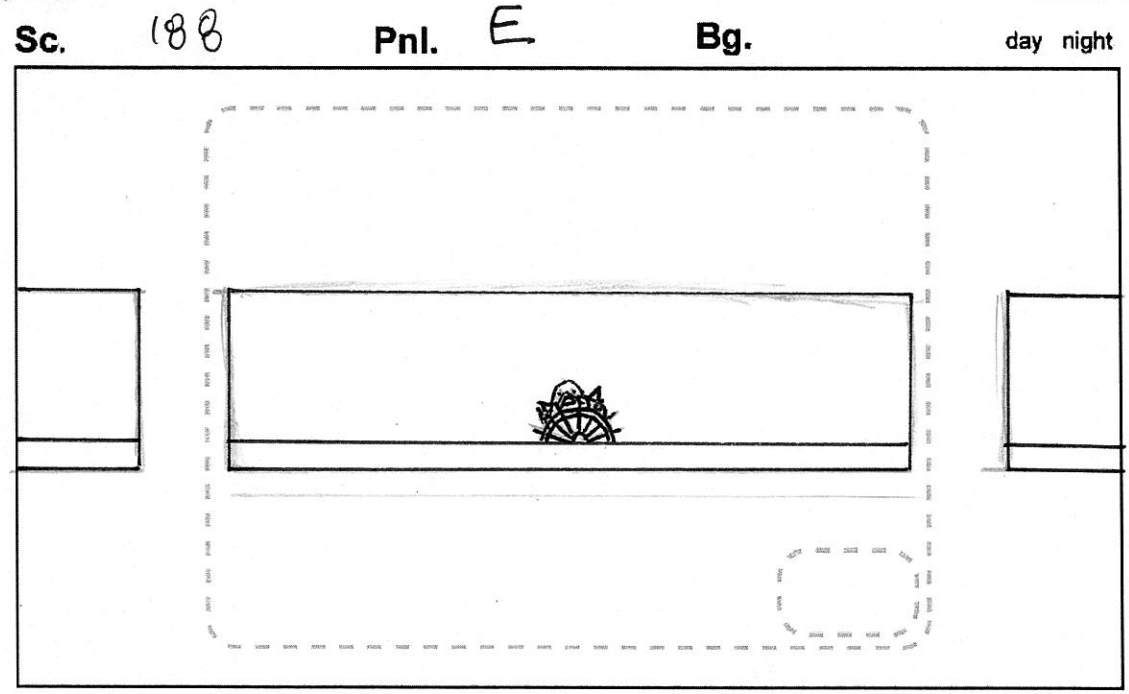
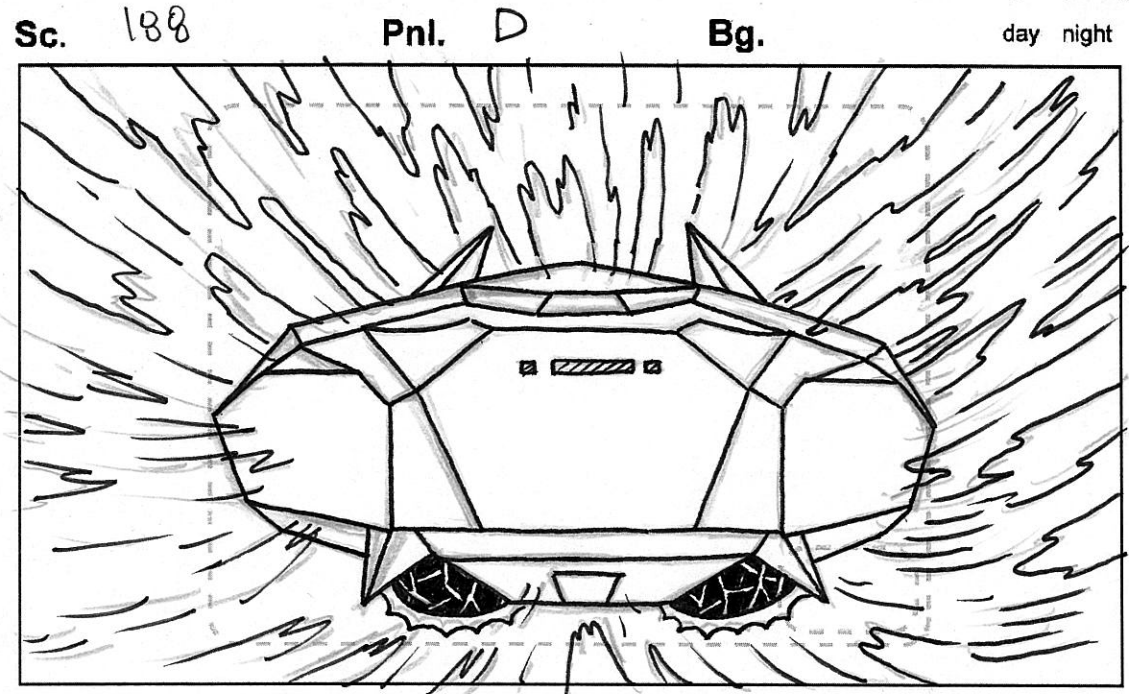
EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



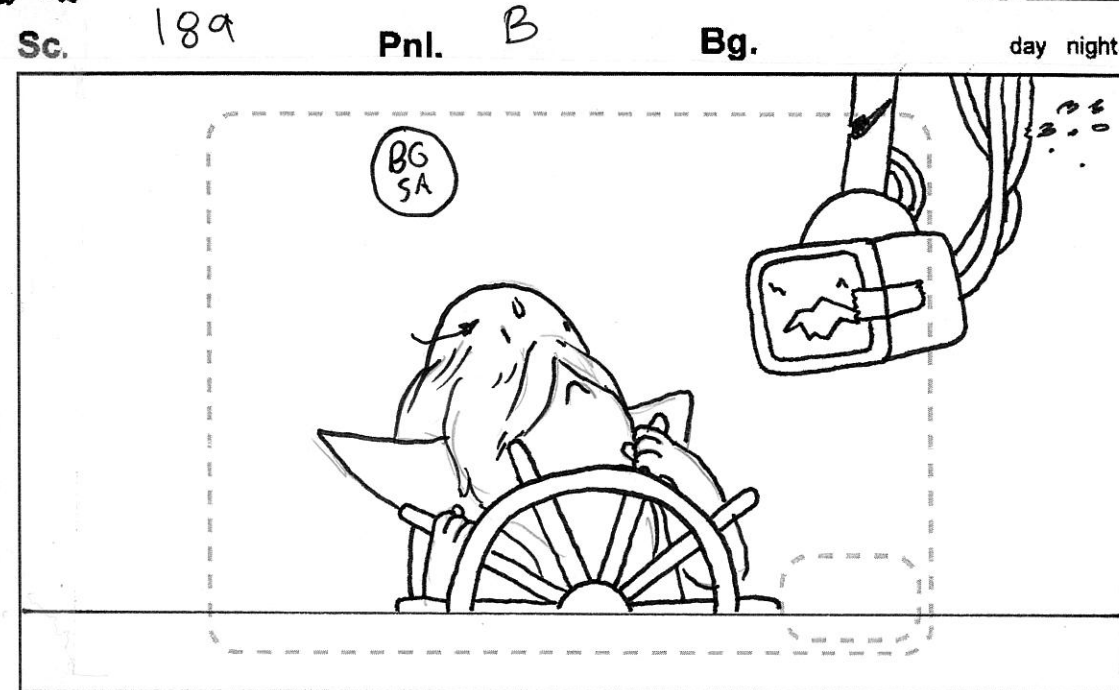
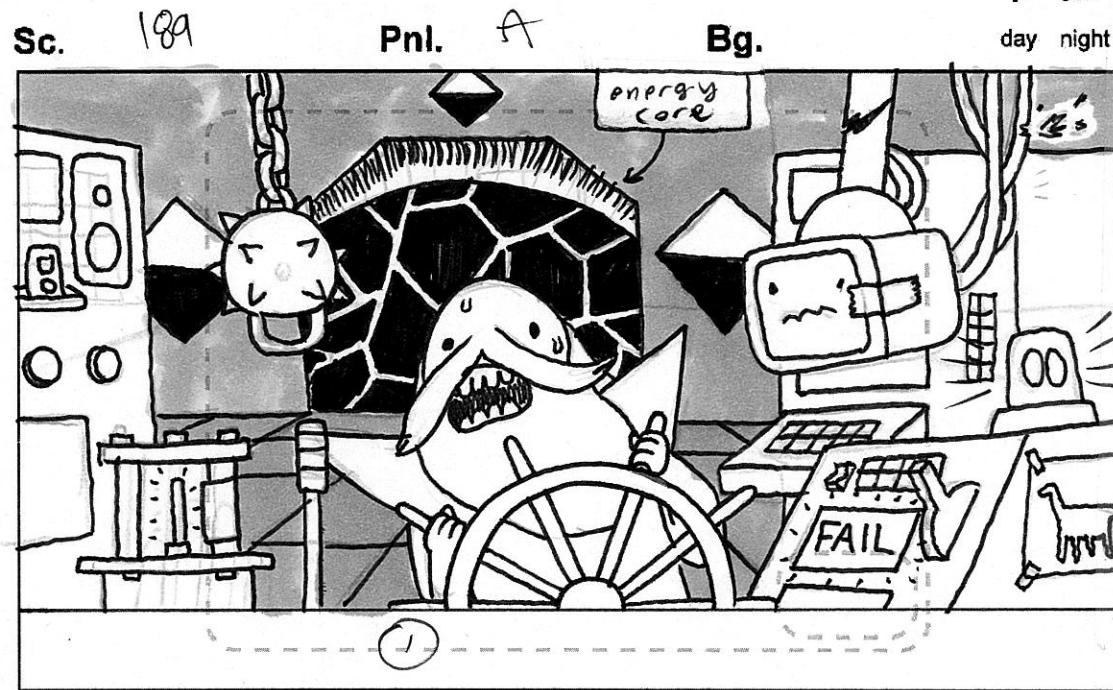
Dialog:	Martin/ a a a a !!
Action:	star cruiser emerges in the center of the comet
Timing:	

EPISODE # 1025-180
Production :

ADVENTURE TIME



Page 138



Dialog: Martin ① computer! what ② did we hit !?

computer/ (BAbbles in alien language) !!

Action: martin struggling with wheel
emergency light flashing "FAIL" "ure"
alternating

Timing:

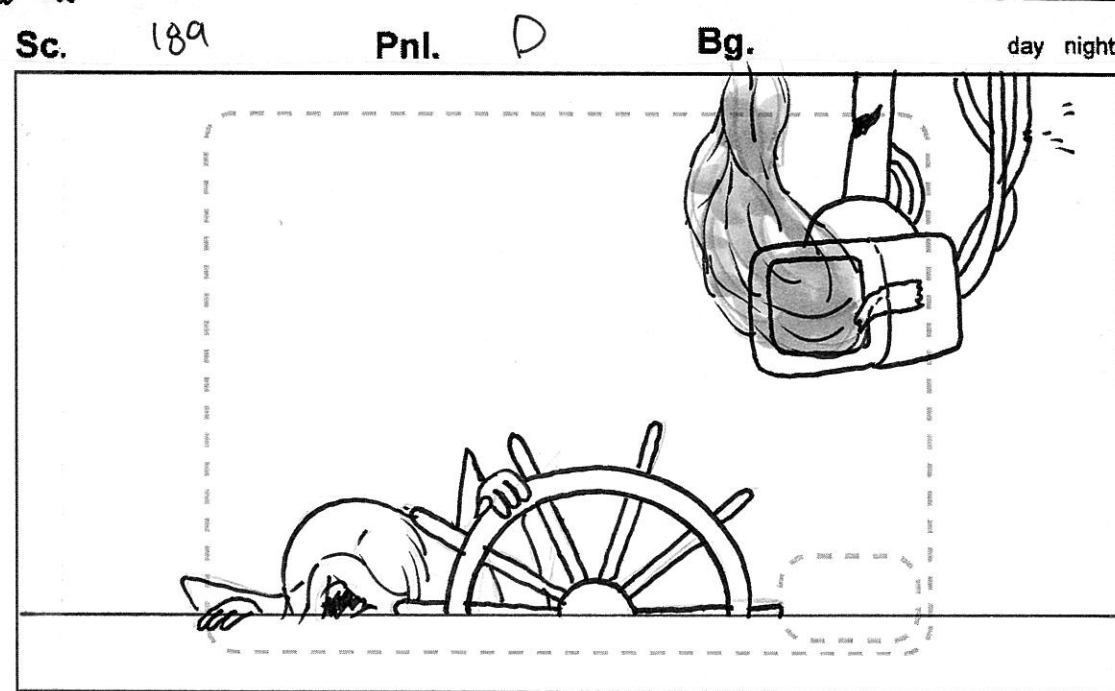
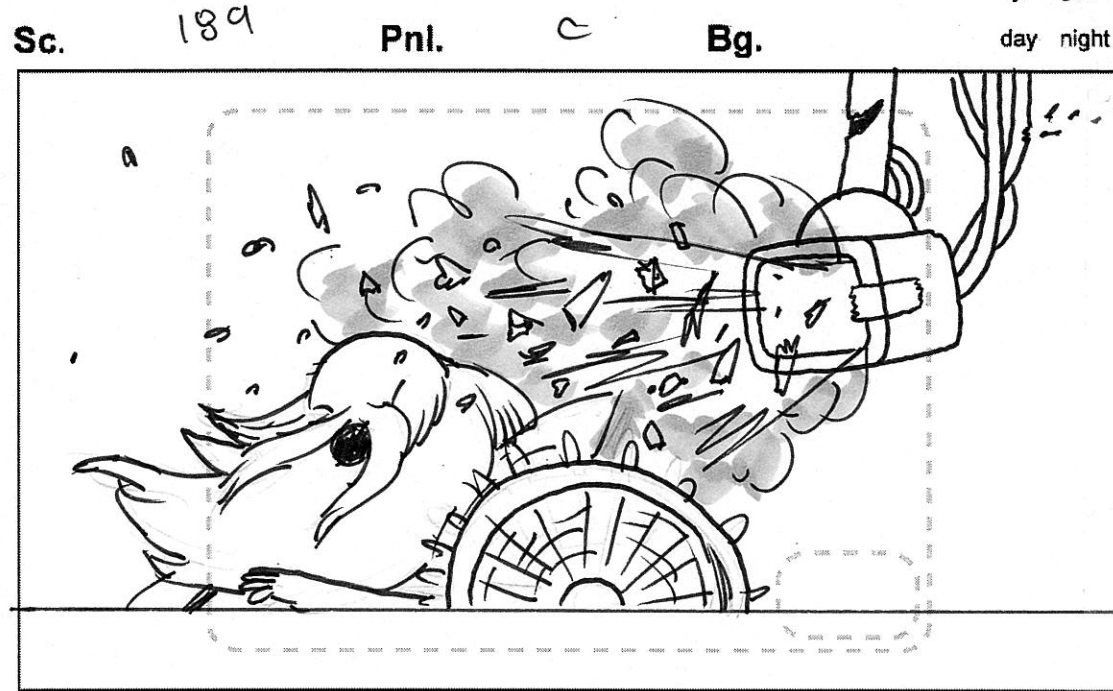


EPISODE #

1025-180

Production :

ADVENTURE TIME



Dialog:

≡ KABLOWIE ≡

Martin! ooff!

Action:

computer explodes

Timing:

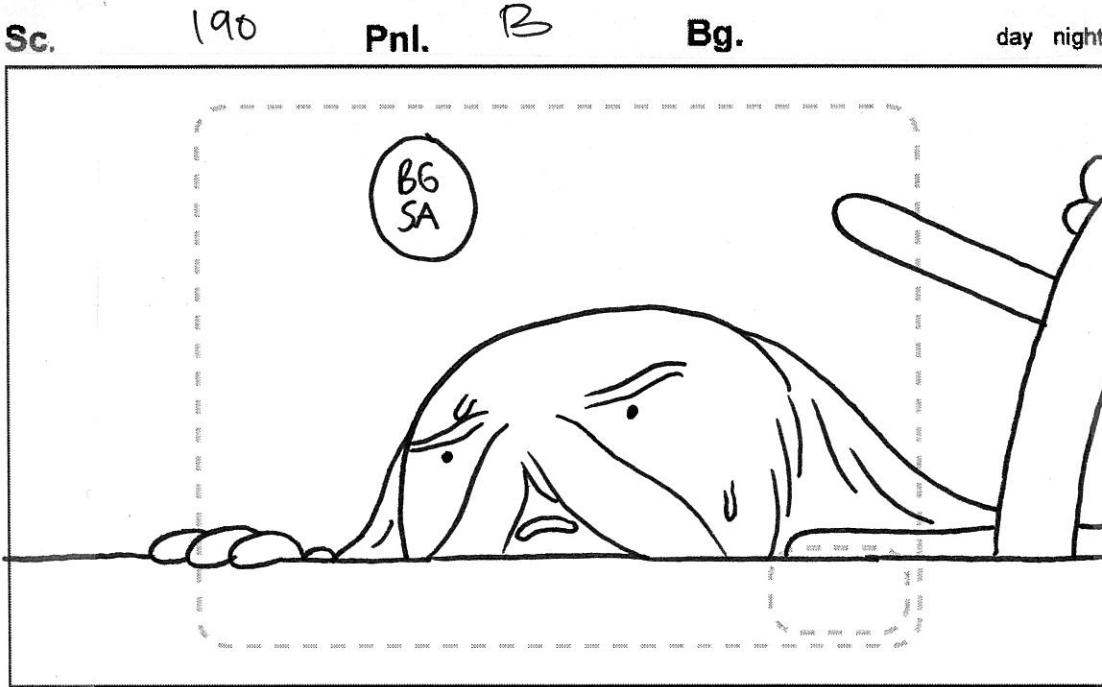
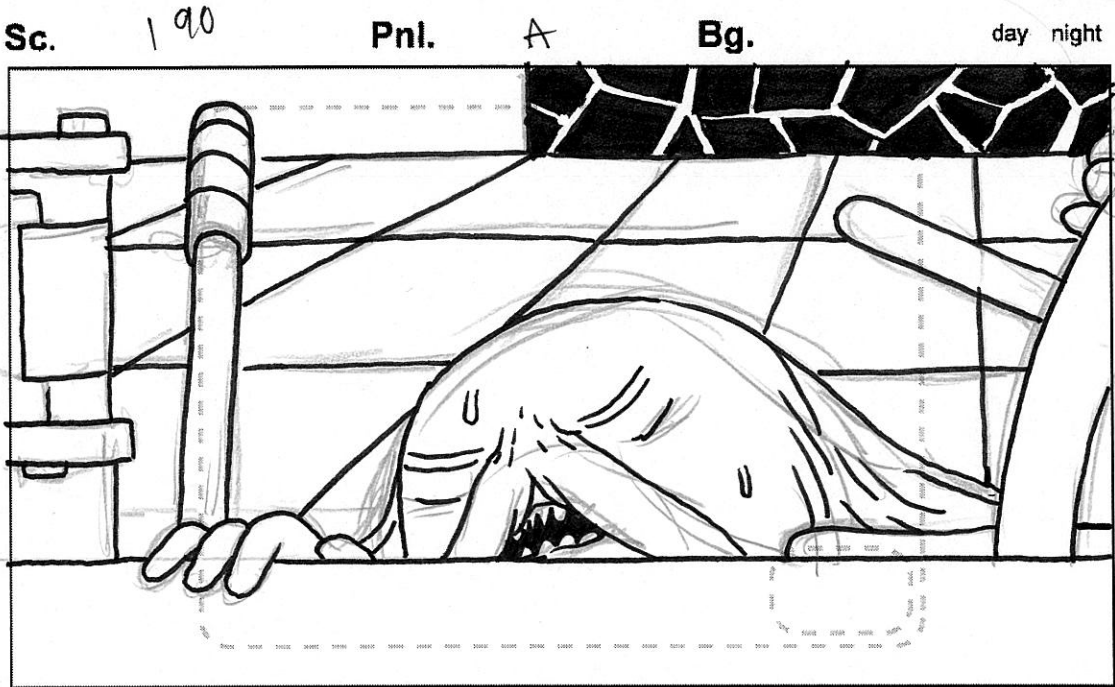
EPISODE #

Production :

1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

Martin / uhg plops!

Martin / :uhnf:

Action:

Timing:

EPISODE #

Production :

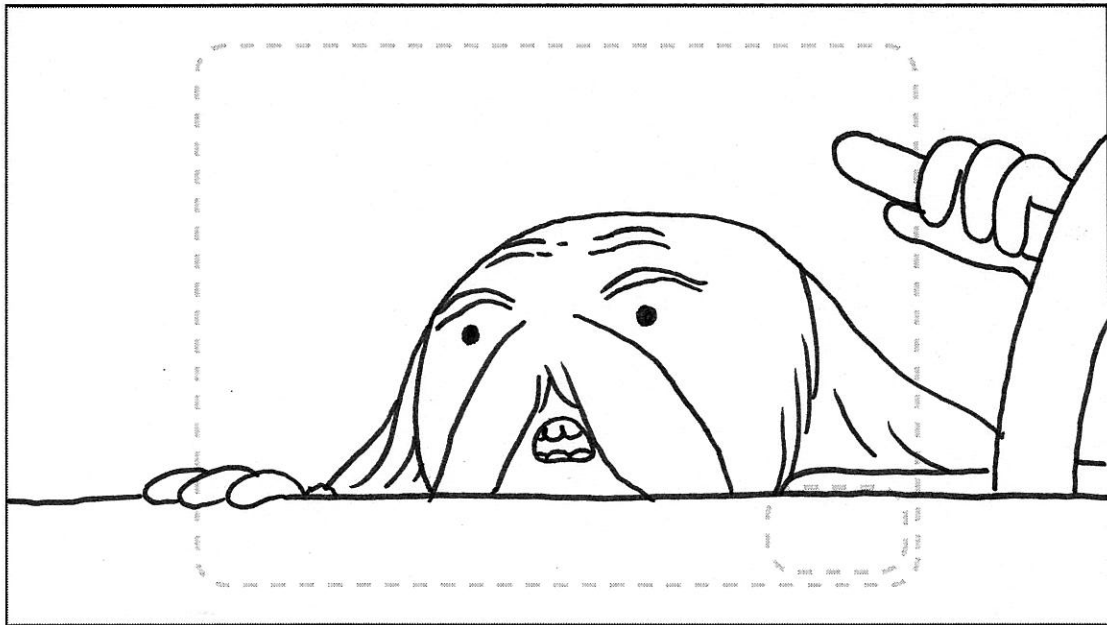
1025-180

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

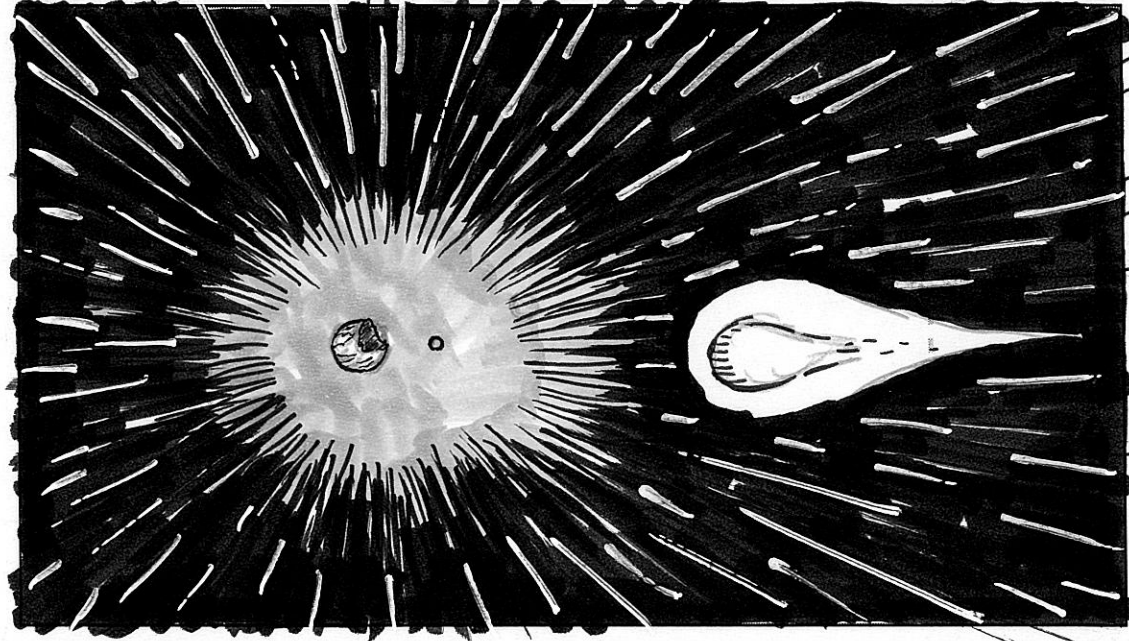
ADVENTURE TIME



Sc. 190 Pnl. C Bg. day night



Sc. 191 Pnl. A Bg. day night



Dialog:	Martin / Oh for real plops.
Action:	
Timing:	

EPISODE #

Production :

1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 192

Pnl.

A

Bg.

day night

Sc.

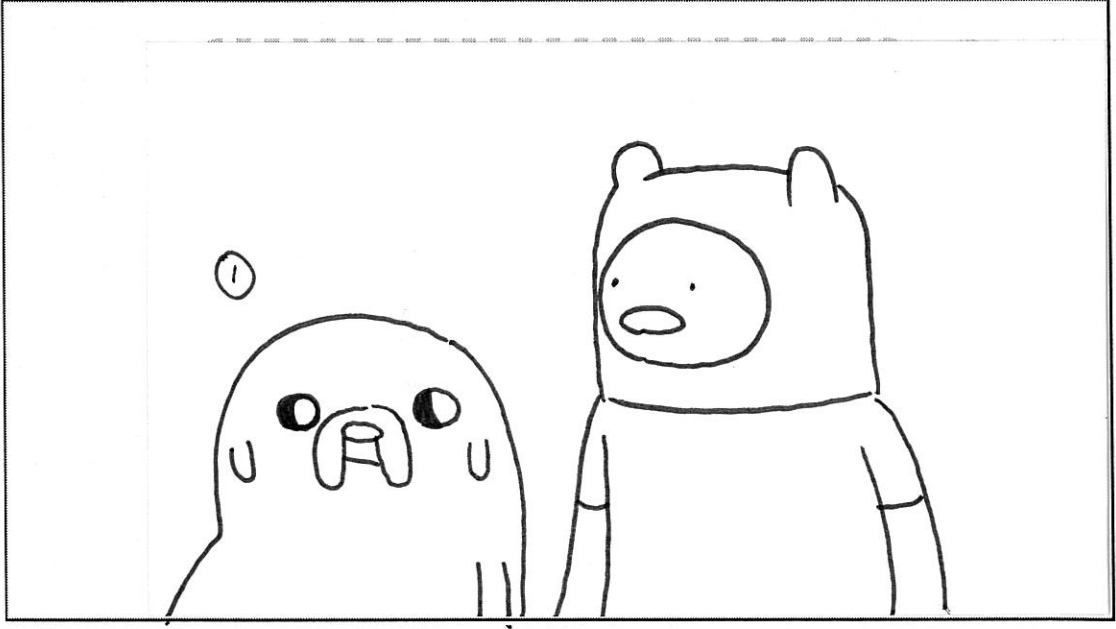
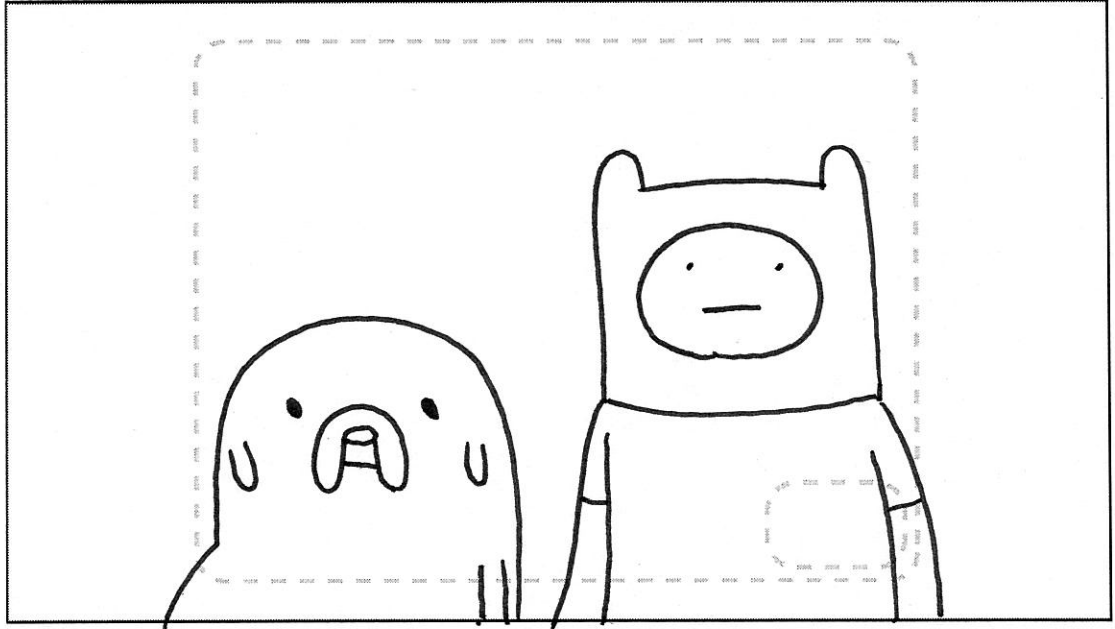
192

Pnl.

B

Bg.

day night



Dialog: (beat) Finn ①hey I think Bounce house②princess needs our help.

Action:

Timing:



EPISODE #

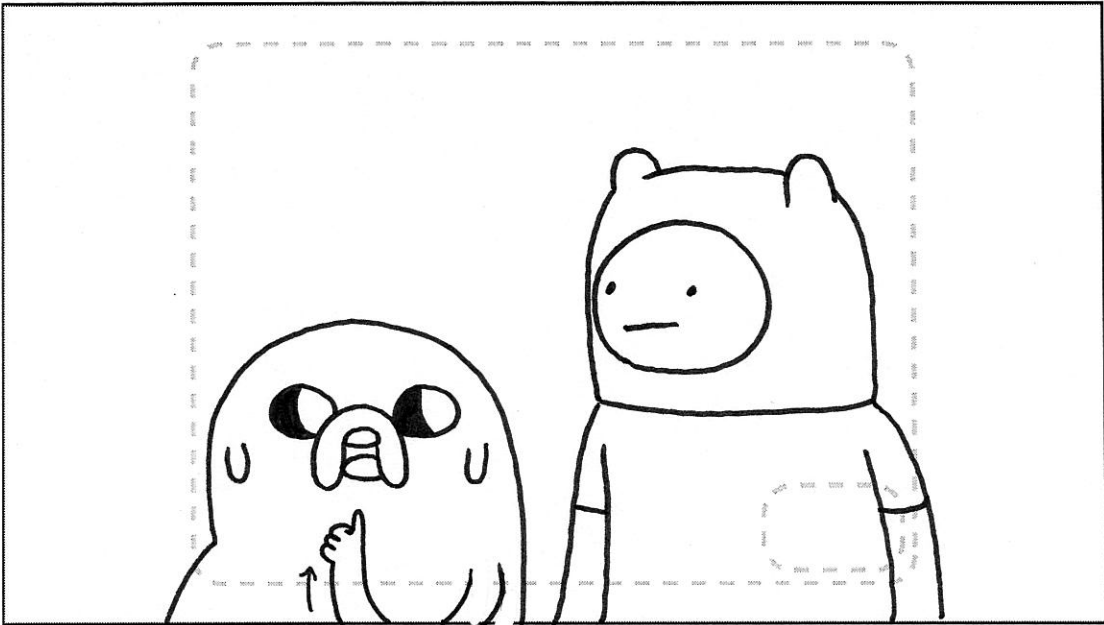
1025-180

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

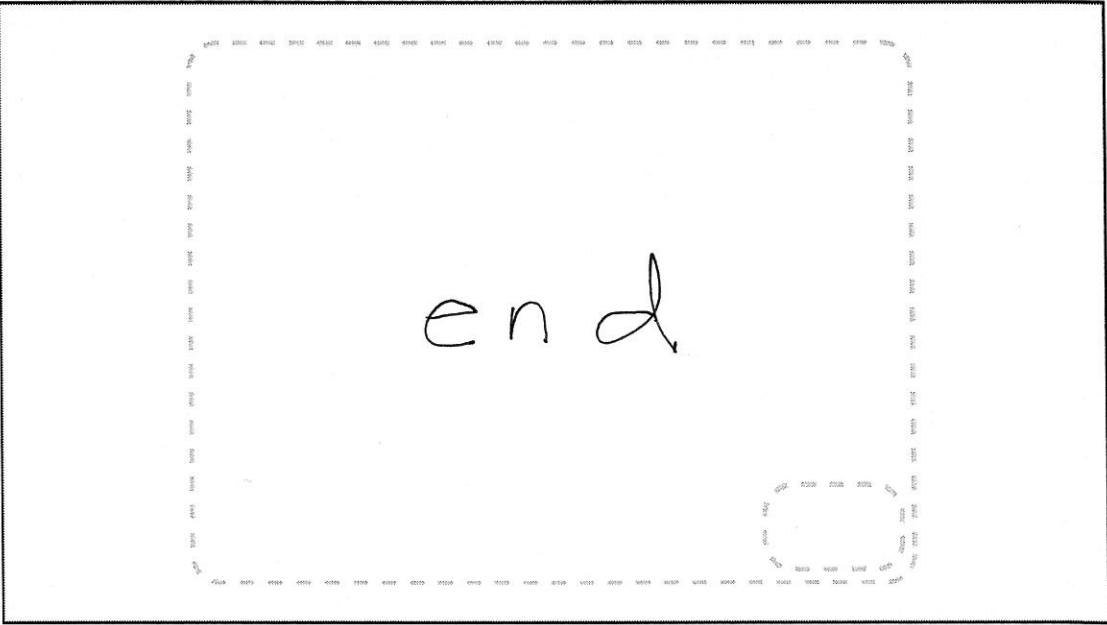
ADVENTURE TIME



Sc. 192 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	Jake! Cool bro let's do it.
Action:	
Timing:	